

# JM

# Jason Miller

Innovative software engineer with five years of experience developing augmented reality (AR) and virtual reality (VR) applications. Passionate about creating immersive, interactive experiences for gaming, training, and enterprise applications.

## CONTACT



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LinkedIn | Portfolio



Los Angeles, CA

## KEY SKILLS

- Unity, Unreal Engine
- C++, C#, Python
- ARKit, ARCore, OpenXR
- 3D rendering and animation
- AI and physics-based interactions

## Professional Experience

AR/VR SOFTWARE ENGINEER | META, LOS ANGELES, CA

JUNE 2021 - PRESENT

- Developed interactive AR experiences for Meta Quest, increasing user engagement by 30%
- Optimized VR rendering, improving frame rates by 40% for smoother gameplay
- Implement AI-driven hand tracking to improve user interactions

SOFTWARE ENGINEER – AR/VR DEVELOPMENT | MAGIC LEAP, FORT LAUDERDALE, FL

JULY 2019 - MAY 2021

- Created mixed-reality training simulations, reducing employee training time by 25%
- Developed AR-based navigation systems for enterprise applications
- Improved real-time object detection for interactive experiences

## Education

- Bachelor of Science (B.S.) in Computer Science – Graphics & Visualization  
University of Southern California (USC), Los Angeles, CA | May 2019

## Certifications

- Unity Certified Expert – Programming | Unity | October 2020