



# MIKE HARRIS

VR/AR DEVELOPER

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## | SUMMARY

Creative and driven developer with 5+ years experience developing VR and AR applications in Unity. Developed for most major VR and AR platforms including several pre-release developer kits. Work has been featured on the industry's leading VR blog, Road to VR, and as a multi-day public-facing exhibit by the Toronto International Film Festival and the Verge. Experienced at balancing client needs with the capabilities of current VR and AR technology and developing creative solutions to achieve client objectives.

## | CORE COMPETENCIES/PLATFORMS

- Unity
- C#
- OVR
- ARKit/ARCore
- Photon Networking
- Project Management
- Client Communication
- Oculus DK1&2/CV1/GO/Rift S/Quest1&2
- Vive/Vive Pro/Vive Tracker/Knuckles
- Kinect/Kinect 2/Azure Kinect
- Hololens
- ZED Mini AR Camera
- Leap Motion Controller
- Looking Glass Display

## | EXPERIENCE

### **DESIGN DIRECTOR** | *CrossComm* | Durham, NC | 02/2021 - Present

- Oversaw design for web, mobile, and immersive client projects and company marketing materials.
- Led teams of VR and AR developers and UI and UX designers through all stages of production including sales, ideation, discovery, development, and deployment.

### **LEAD IMMERSIVE TECHNOLOGIES DEVELOPER** | *CrossComm* | Durham, NC | 08/2017 - 02/2021

- Designed and programmed VR and AR applications for museums, education, manufacturing, medical and immersive hardware clients as well as internal experimental VR and AR applications.
- Led a team of VR and AR developers through all stages of production including sales, ideation, discovery, development, and deployment.

### **LEAD R&D ENGINEER** | *Black Tree R&D* | Austin, TX | 01/2017 - 08/2017

- Designed and programmed VR training applications for marksmanship and situational awareness.

### **VR DEVELOPER** | *Independent* | New Orleans, LA | 11/2015 - 01/2017

- Designed and programmed multi-user VR prototypes exploring interaction design and locomotion mechanics.

### **ATTORNEY** | *Schubert Legal* | New Orleans, LA | 11/2013 - 01/2017

### **FOUNDER/MANAGING MEMBER** | *Light Wave, LLC* | New Orleans, LA | 04/2009 - 11/2013

## | EDUCATION

**JURIS DOCTOR** | *Boston University School of Law* | Boston, MA | 05/2009

**B.A. IN PHILOSOPHY, HIGHEST HONORS** | *University of California at Santa Cruz* | Santa Cruz, CA | 05/2004

## | RELEVANT PROJECTS

**ZED MINI MULTI-USER REMOTE DRAWING** - Multi-user drawing application created using the ZED Mini AR camera.

**CUBED** - Oculus Quest game where user attempts to solve a giant Rubik's-cube-type puzzle from the inside in zero gravity.

**SALVO** - Oculus Quest VR adaptation of the classic arcade game Missile Command, developed to support hand-tracking.

**VIRTUAL STRANGERS** - Networked VR drawing experience utilizing Leap Motion controller, developed with direct input from Leap Motion and featured as part of the [Toronto International Film Festival and The Verge's POP VR installation series](#).

## | SPEAKING ENGAGEMENTS

**Training AI In Unity: An Introduction** | *All Things Open* | Raleigh, NC | 10/2019

**Learn AI Fundamental Hands-On With Unity's ML Agents** | *Duke CoLab* | Durham, NC | 11/2018

**Learning the Rules to Break Them: Designing for the Future of VR** | *All Things Open* | Raleigh, NC | 10/2018

**Designing Networked VR Interactions** | *Training Magazine Online Learning Conference* | New Orleans, LA | 09/2017