

# Andy Biar



VR



AR

## SKILLS

Unity (C#)  
Unreal (C++)  
SteamVR  
Hololens  
Optitrack  
Intel RealSense  
Microsoft Kinect  
Processing (Java)  
OpenFrameworks  
Photogrammetry  
Mixed Reality Video  
iOS (Swift)  
Amazon AWS  
Node.js  
HTML + CSS  
MySQL  
Bash (Unix Shell)  
Adobe Suite  
Atlassian Suite  
ProTools

## CONTACT

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## EXPERIENCE

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### **Mixed Reality Developer, Universal Creative**

July 2016 - Present • Orlando, FL

- Developed interactive entertainment experiences which merged digital and physical worlds, working on a fast-paced multidisciplinary team
- Managed projects from end to end: wrote requirements for each component, negotiated vendor contracts, managed development, tested milestones with the Design team, integrated components into a cohesive experience, and presented to C-level executives
- Sought and established technical partnerships across the Comcast NBCUniversal family, unlocking revenue streams by finding new markets for content development and integrating technologies from newly acquired companies. This often involved leading in-house development of small mockups (8 weeks or less) and pitching to potential stakeholders
- Designed, developed, and deployed small projects into production at Universal Orlando, including an interactive digital puppet at Volcano Bay Resort™, and an operational safety app throughout Universal Orlando

### **CORE Technology Associate, Comcast NBCUniversal**

July 2014 - July 2016 • Philadelphia • Orlando • Los Angeles

- CORE Technology is a two-year accelerated rotation program for emerging software development leaders at Comcast NBCUniversal
- Designed and executed Usability studies as part of the XFINITY Home User Experience Design Research team at Comcast in Philadelphia
- Developed an interactive Halloween Horror show at Universal Orlando
- Developed a RESTful API for video transcoding, watermarking, and streaming with an Agile team of six at NBCUniversal in Los Angeles

### **Augmented Reality Artist, VIA Festival 2014**

September 2014 - October 2014 • Pittsburgh, PA

- Designed and developed [five augmented reality art installations](#) for a pop-up gallery at the VIA music and arts festival with [Vince McKelvie](#)
- Documented work for journalists at [Creators Project](#) and [PSFK](#)

## EDUCATION

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### **Bachelor of Computer Science and Arts Carnegie Mellon University**

August 2010 - May 2014 • Pittsburgh, PA • University Honors

## CERTIFICATION AND AWARDS

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### **Certified Scrum Master Scrum Alliance**

October 2017 • Orlando, FL

### **1st Place Hack API Hackday Dallas**

July 2012 • Dallas, TX

### **Finalist, Open Call for Art Proposals The Space Arts Centre**

December 2014 • London, UK

### **Going the Extra Mile Award Universal Creative**

April 2017 • Orlando, FL