

Andrew LaBoy

AndrewWilliamLaBoy@iCloud.com

+1-512-788-6971

AndrewLaBoyXR.com

WORK EXPERIENCE

Local Plant Supply

Full Stack Web / Sales Ops / AI Developer

October 2023 – Present

Austin, TX

- Combined OpenAI API with LiveChat.com, ChatBot.com, Google Cloud Functions, Google Firebase, via webhooks to create a chatbot on our website that automates sales processes for professionals in our industry seeking our products, complete with the UI hosted on SquareSpace, and sending the final results as Deals in Hubspot
- Designed a map application with Node.js, OpenStreetMaps, and Leaflet, enabling precise visualization of supplier locations
- Created automated workflows within Hubspot to automate our data cleanup processes.
- Wrote Google AppScripts (JavaScript) and Google Sheets formulas to increase speed of data entry for our assistants.
- Implemented photogrammetry techniques with Agisoft Photoscan and integrated the Sketchfab API to develop a 3D virtual store on SquareSpace, showcasing an extensive range of products, enabling customers to view products as they would in person.

Roundtable Learning

Unity C# VR/AR Developer

July 2022 – May 2023

Chagrin Falls, OH

- Led the development of VR/AR training simulations for Fortune 250 companies using industry standard tools such as OpenXR, XR Interaction Toolkit, and HurricaneVR on devices including Quest 2, Pico Neo 3 and 4, and HTC Vive Focus, boosting employee training efficiency and driving significant increases in user satisfaction.
- Developed a local multiplayer passthrough AR experience on Quest 2 using Photon PUN 2, allowing users to collaboratively paint virtual objects in a shared physical space. This was achieved through a custom-developed method using a shared calibration point prior to Meta's release of the Shared Anchors tool, demonstrating forward-thinking and innovative problem-solving abilities.
- Conducted meticulous QA for both personal and team projects prior to releasing build updates to clients, ensuring top-tier product quality and significantly reducing post-release troubleshooting.

Dream Stream AR

Unity AR Developer

April 2019 – April 2022

Austin, TX

- Published Dream Stream AR, an innovative AR app on the iOS App Store, designed to augment live concert and festival experiences with immersive visuals, resulting in enhanced audience engagement and setting a new standard for live event visuals.
- Constructed using the Universal Rendering Pipeline, enhancing visual quality and improving performance.
- Utilized ARFoundation as the AR SDK, ensuring the app's accessibility and compatibility across different devices, leading to wider user adoption.
- Incorporated real-time human segmentation shaders & VFXGraph for effects, leading to cutting-edge live visuals
- Pioneered the use of real-time human segmentation effects in apps, outpacing industry giants like SnapChat and Meta by over a year, positioning the app as an innovator in the field.

Commvault

Unity AR/VR Prototyper

March 2018 – April 2019

Tinton Falls, NJ

- Prototyped an HTC Vive app that streamlined training by automating videos, where users could interact with training slides mirrored from their PC's view within VR, enhancing the training experience and effectiveness.
- Developed an AR business card prototype for the sales team; this utilized image tracking to recognize the salesperson's photo and display a recording of their stencil, crafted with a chroma key shader for added realism, thus providing a unique, personalized, and impactful introduction to potential clients.
- Crafted a user-friendly WebGL tutorial app for Commvault software, improving user proficiency and reducing support tickets.

Freelance

January 2017 – February 2018

Unity Developer

- Designed a series of engaging HTC Vive VR simulations for Camp Floyd State Park Museum, providing immersive education on local history and enhancing visitor understanding and appreciation.
- Enhanced a musical training iPad application with the integration of audio-reactive Shuriken particle systems for the backgrounds, resulting in a more dynamic and interactive user experience.
- Created audio-reactive visualizers for local musicians, transforming their musical performances into immersive visual experiences and boosting audience engagement.

EDUCATION

Austin Community College

Bachelors of Applied Science - Software Development GPA 3.8

Graduated December 2016

- Created an HTC Vive VR educational application that brought learning to life by teaching diverse subjects such as anatomy, paleontology, and our solar system, fostering greater student interest and comprehension.
- Engineered a cross-platform HTC Vive and Cardboard VR application that allowed teachers to 3D paint in HTC Vive with the results rendered in real-time on the Cardboard Android devices using Photon, enabling a new, interactive dimension of teaching and learning.