
Ty Stahnke

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Senior Unity VR Developer

I have extensive experience in Unity development, C++ development, and technical project management, specializing in XR. I led the launch of an XR product on the Meta Quest Store and managed a \$650,000 project, optimizing processes and expanding platform reach. My prior roles focused on developing new features and enhancing system capabilities.

WORK EXPERIENCE

Senior Unity VR Developer/Technical Project Manager

Nanome Inc. • 01/2021 – Present

Nanome (nanome.ai): Unity-based XR enterprise solution for realtime multi-player molecular design and visualization.

- Released the XR product as a Quest Pro launch title on the Meta Quest Store, managing the cross-functional collaboration and communication between our developers and Meta's QA team in a 4-month turnaround.
- Managed the planning and execution of a \$650,000 contractual project within our XR product and fully delivered on each milestone over a 10-month period.
- Tested during development of each minor version and patch, and contributed to bug fixes, UI/UX implementations, and optimizations, reducing development team workload by 10-20% and expediting product delivery.
- Increased user base coverage and secured deals for over 50 enterprise-level product licenses by porting the existing XR product to the Vive Focus, Pico Neo, and Apple Vision Pro platforms.
- Addressed user feedback and scalability issues by leading the 2nd major version of the XR product over a 2-year period, which improved data synchronization speed by over 100% by moving to a client-server model.

Software Developer

Kalloc Inc. • 10/2019 – 01/2021

Fuzor (kallocotech.com): C++ and OpenGL based 3D construction project timeline planner and visualizer.

- Developed the next major version of the OpenGL ES iOS/Android phone and tablet versions of the DirectX PC product over 11 months, utilizing analytical tools to meet performance requirements.
- Increased viewable objects by over 200% by implementing a geometry/physics streaming system that loads high priority data from an SQLite database based on the user's current camera view.
- Mentored an entry level Junior Developer by collaborating on mobile frontend development, and successfully delegated tasks to ensure team growth and product delivery requirements.

Unity Developer

Nanome Inc. • 08/2017 – 10/2019

- Successfully led the full-stack development of a molecule building VR software feature within the 3-month deadline for major sales demos, which yielded a 5% increase in quarterly lead generation.
- Wrote, maintained, and improved product-wide systems used by the entire development team, such as the Networking API and 3D UI builder, over a 2-year period.

EDUCATION

B.S. Computer Science in Computer Science

University of California, San Diego • San Diego, CA

PROJECTS

GoatStory – iOS and Android game • 10/2019 – 01/2021

Caryon Face – iOS and Desktop game • 07/2019 – 02/2020

The Cosmix – Virtual Reality rhythm game • 09/2016 – 08/2017

SKILLS

3D Math, Agile, Algorithms, Android Studio, Animation, Assets and Resources, Blender, Bug Reporting, C#, C++, CI/CD, Code Review, Data Visualization, Debugging, Deployment, Design Process, Development Processes, Game Design, Game Engine, Game Physics, Jira, Mechanics, Objective-C, Photon Engine, Physics, Pipelines, Prototyping, Regression Testing, Rendering, Simulations, SteamVR, UI Toolkit, Unity Engine, User Experience, User Interface, Visual Studio, XCode, XRI Toolkit