

Brian Bird

Creative Technologist / Unity Software Engineer

(646) 429-2471

babird@gmail.com

www.BirdInTheCity.com

EXPERTISE

3D Studio Max

After Effects

Agile Development

Angular

Augmented Reality Development

Blender

C#

Figma

Final Cut Pro

Firebase

Git

Google Cloud Platform

Greensock

HTML / CSS

Javascript / Typescript

Maya

Objective-C / Swift

Photoshop

React

Real Flow / FumeFX

Substance Painter

Three.js / A-Frame

Unity Engine

Unreal Engine

Virtual Reality Development

EXPERIENCE

Huge

2019-2020

Senior Software Engineer (AR, Web)

SK-II, Wells Fargo, Wizarding World (Harry Potter)

Collaborated with work teams, freelancers, external vendors, and client stakeholders in the design and development of mixed reality experiences targeted for launch in the Athlete Village of the 2020 Olympics

Supported on-site tech deployment and installation of interactive fixtures in challenging international work environments (Shanghai and Tokyo), including on-site client management

Harnessed emerging technologies including presence detection, smart sensors, robotics, eye tracking, haptics, mixed reality and computer vision to develop prototypes into autonomous, production-ready retail fixtures

Built standalone and network-connected augmented reality apps harnessing ARKit's advanced features: light estimation/directionality, world persistence, human occlusion, and dynamic shadows

Prioritized feature backlogs and refined 3D asset pipeline to maximize efficiency and reduce cross-team blockers

Defined best practices and streamlined workflow for game engine development across creative and tech teams

Elephant

2016-2019

Engineering Lead / Unity Developer (VR, Web)

Comcast, Marcus.com by Goldman Sachs

Designed and built all gameplay systems for two virtual reality experiences which debuted in Comcast's flagship Washington D.C. store

Utilized advanced features on proprietary video playback systems (YCD, BrightSign) to provide rich interactive consumer experiences

Decoupled media from build for easy post-release content management

R/GA

2013-2016

Freelance Software Engineer (Web)

NikeID

Implemented features, fixed bugs, and maintained service across Nike's mobile and desktop apps for shoe customization

Embedded directly with Nike's Beaverton-based software development team

EDUCATION

Indiana University

Interactive Media, Bachelor of Arts

New York University

iOS App Development Course

Universidad Complutense

Study Abroad, Madrid

The Luv

2010-2013

Co-Founder / Engineering Lead (Web)

X-Prize, Cartoon Network

Co-managed a Soho-based advertising production shop, along with a remote back-end team in Budapest

Built, deployed, and supported the creation of 3D assets, native apps, websites, videos, and rich-media ads for our clients

Additional Engagements (Full-time / Freelance)

Wieden + Kennedy, A&E Television, Gawker Media, Rokkan, SpotCo, Ultra 16