

# SAUL PENA GAMERO

## PROFESSIONAL SUMMARY

Senior Software Developer with 7 years of experience in the XR industry, specializing in end-to-end XR solutions and comprehensive production processes. Proficient in developing applications for all major XR headsets, including Meta, Magic Leap, HoloLens, and more. Adept at driving innovative projects and enhancing immersive experiences through cutting-edge technology.

## WORK HISTORY

### XR Software Developer, 12/2024 to Current Supernatural - San Francisco, CA (Remote)

- Collaborate with a cross-functional team of developers and designers to build and maintain core features in Supernatural's VR fitness application.
- Implement new functionality and improve existing systems within the Core App using Unity and C#.
- Identify, debug, and resolve complex software issues to ensure a smooth and immersive user experience.
- Contribute to performance optimizations and codebase scalability to support future feature development.
- Work within Meta's VR ecosystem, adhering to best practices for Quest development and platform integration.

### XR Developer Freelancer/Contractor, 09/2023 to Current Contractor PostReality:

- Developed a Mixed Reality (MR) collaboration tool for Quest 3.
- Implemented multi-user functionality using Normcore.

### Langone Hospital Training VR App:

- Created a VR application for employee training.
- Tracked employee progress and displayed the data on a web platform for easy monitoring.

### Treehouse:

- Designed a social platform for AI companions.
- Used OpenAI API to create customizable AI friends.
- Enabled users to share their AI companions with others.

### Chief Software Architect, 09/2022 to 09/2023 Foretell reality

- Organized and managed 2-week sprints for a team of 8 developers.
- Coordinated with management on priorities and goals to ensure timely product delivery.
- Planned and integrated new features into the platform and web portal.
- Conducted daily stand-ups to track team progress and address any issues.
- Oversaw the integration of RPM and Meta Avatars, managed runtime asset handling of 3D models on Quest, and implemented new multi-user features.

### CTO, 01/2022 to 09/2022

#### Adept Reality

- Designed and architected a VR platform for higher education, supporting up to 20 simultaneous students.
- Platform adopted by multiple universities, including Edstutia, University of Maryland, and NSU.
- Collaborated with the web team to connect the VR application to a web portal, enabling user and media management, and remote configuration of the VR application.
- Architected a modular feature/tool system.
- Integrated with other companies' VR applications to incorporate modules and exchange features.
- Platform features included media management, 3D object manipulation, video streaming, RPM Avatars, whiteboards, and more.

### Senior XR Developer, 09/2017 to 12/2021 Glimpse Group

- Collaborated with CTOs to design and establish company-wide coding standards for a team of 10+ developers and internal companies.
- Operated in an agile environment, participating in sprint planning and grooming developer tasks for the company-wide team.
- Served as Lead Developer on several projects using Unity and Unreal Engine.
- Organized and conducted a Hand-tracking VR workshop and a follow-up hackathon

## CONTACT

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## EDUCATION

Master of Science, Applied Computer Science, 12/2016  
Frostburg State University

Bachelor of Science, Computer Science, 05/2015  
Frostburg State University

Bachelor of Arts, Business Administration -  
International Business, 05/2015  
Frostburg State University

## AWARDS & RECOGNITIONS:

### Meta Presence Platform 2024 - Top 3 Game Category

- Developed a Mixed Reality game for Quest 3 featuring multiplayer functionality using Photon and co-location with Meta Spatial Anchors.

### 8th Wall Time Capsule Challenge 2024 - Winner

- Created a Web AR scavenger hunt app utilizing Lightship Maps, VPS, audio effects, 3D animated GLB, and way spot placement for player data.

### MIT Hackathon 2024 - Winner Best Use of XReal Glasses and Meshy, showcased at AWE 2024

- Developed a Geocaching AR app for XReal Glasses, incorporating MapBox, OpenAI, and Meshy.

### XR Brain Jam 2021 - Winner

- Created PowrPosr, an app designed to increase teens' self-positivity through a brief embodied VR experience.

### Cannes Festival XR Hackathon 2020 - Semifinalist

- Developed a multiuser VR application featuring a collection of mini experiences using hand tracking for interaction and navigation.

### SparkAR Hackathon by Facebook 2019 - Winner

- Created a virtual pet filter combining a VR game and Spark Instagram filter.

### Play NYC 2020 - VR App Special Showcase

- Developed Llama Express, an educational VR game teaching about Peruvian and Spanish culture.

### XR Brain Jam 2019 - Winner

- Created a multiuser VR education simulation about mosquitoes and their flying mechanics.

### XR Brain Jam 2018 - Winner

- Developed an ARKit 2 app with eye-tracking to assist children with autism.

### United Nations 2017 - Official Selection - SIGGRAPH ASIA

- Developed Lost City of Mer, a VR app featuring underwater swimming and lessons about coral reefs.

## SKILLS

**Programming Languages:** C#, C++, SQL, Python

**Game Engines:** Unity3D, Unreal Engine

**XR Hardware:** Magic Leap, Meta Quest 3, Meta Quest 2, Meta Quest Pro, HTC Vive, HoloLens, XReal Glasses

**Development Tools and Technologies:** AWS, Git, Firebase, Google Analytics, ARKit, ARCore, OpenAI, RPM Avatars, REST API, Backend Development

for the entire company, enhancing employees' skills.

- Worked with a wide range of hardware, including HTC Vive, Magic Leap, HoloLens, Windows Mixed Reality, and Oculus Quest 1 and 2.
  - Developed applications using ARCore and ARKit for mobile devices.
  - Experienced in working with WebGL and A-frame.
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