DAN REID

UNITY DEVELOPER (VR/AR/MR/XR)

LOCATION:
New Berlin, WI 53151, USA

PHONE:
414-698-3451

WEBSITE:
danreid.us

EMAIL:
dan_reid_70@hotmail.com

LINKEDIN:
linkedin.com/in/danreid70

Core Skills

- Unity 3D
- Unreal Engine
- Prototypes
- Simulations
- eLearning
- Virtual Reality (VR)
- Augmented Reality (AR)
- Mixed Reality (MR)
- Extended Reality (XR)
- Cross-Platform Development (Desktop, Mobile, VR/AR/MR/XR Devices, Web)
- Meta Quest, Microsoft Hololens

Summary

Experienced Unity Developer with expertise in VR/AR/MR/XR development, eLearning solutions, and simulation projects. Over two decades of experience leveraging Unity, Unreal Engine, and web technologies to deliver innovative solutions across multiple platforms. Adept at collaborating with cross-functional teams to create engaging and functional applications tailored to client needs.

Experience

Unity Developer *Enduvo | Remote | October 2022 – December 2024*

- Developed and enhanced features for a flagship VR training creation and viewer application.
- Collaborated remotely with a UX/XR team to implement fixes and optimizations.

VR/AR/XR Developer *Synthetaic | Delafield, WI | January 2020 – May 2022*

- Created simulations for proprietary Artificial Intelligence projects using Unity and Unreal Engine.
- Delivered virtual and augmented reality demonstration projects for Windows Desktop, Oculus Quest, and Hololens platforms.

Unity Developer *Virtual Wonders | Delafield, WI | February 2019 – December 2019*

- Developed AR apps to showcase 3D-scanned historical archaeological sites.
- Created immersive VR experiences with 6 degrees of freedom for historical simulations.
- Produced room-scale VR applications using SteamVR and Vive hardware, and 6-DOF servo-motion chair.

Senior AR/VR/MR Developer *Foxconn Electronics Inc. | Milwaukee, WI | January 2019*

- Developed AR/VR prototypes during a short-term assignment.

eLearning Developer *ABB | New Berlin, WI | June 2011 – December 2018*

- Designed and delivered eLearning modules using SCORM/AICC-compliant standards.
- Managed and administered Training Partner LMS systems.
- Developed live and asynchronous webinars for international training programs.

Web Developer/Programmer *Kohl's Department Stores | March 2004 – December 2010*

- Developed web applications and custom LMS interfaces.
- Researched and implemented open-source solutions for internal HR and training needs.

Senior Programmer *Manpower | March 2000 – April 2004*

- Designed AICC-compliant plugins for web-based training systems.
- Created custom CBT courses and tools to streamline eLearning content creation.

Senior Programmer *ProAdvantage, Inc. | May 1995 – March 2000*

- Developed global student tracking systems for eLearning programs, using Toolbook.
- Developed Microsoft Office training.
- Created tools to support the localization of courses in multiple languages, including Japanese.