
Professional Experience

AR/VR Developer

Immersive Tech Inc. | Los Angeles, CA | July 2020 - Present

- Developed AR applications, improving tracking accuracy by 25%
- Optimized rendering pipelines, reducing frame latency by 35%
- Designed interactive VR training simulations for enterprise clients

Software Engineer – AR/VR Team

Digital Reality Labs | San Francisco, CA | September 2017 - June 2020

- Built VR applications for education and training, increasing engagement by 40%
- Integrated motion tracking and AI-driven animations for immersive experiences

Education

Bachelor of Science in Computer Science – Game and Interactive Media

University of Southern California | May 2017

Sophia Bennett

AR/VR Software Engineer

Los Angeles, CA
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GitHub | Portfolio

AR/VR software engineer specializing in immersive experiences

Experienced augmented reality (AR)/virtual reality (VR) developer with seven years of expertise in real-time rendering, interactive UI/UX, and AR tracking systems. Passionate about pushing the boundaries of immersive technology.

Key Skills

- Unity, Unreal Engine, C++, C#
- OpenGL, WebXR, Vulkan
- ARKit, ARCore, Microsoft HoloLens
- Real-time rendering, motion tracking