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Summary

Creative Technologist and Software engineer building **full-stack, AI/agent, and spatial-computing products** from ambiguous requirements through working prototypes and production workflows. Experience spans **TypeScript/JavaScript, Python, React/Next.js, REST APIs, Java/Spring Boot, AWS, LLM/MCP tooling, Android XR, and Unity**, with a track record of shipping user-facing products, improving enterprise systems, and translating technical friction into product improvements.

Experience

Product Developer & XR Software Engineer | Freelance Jun 2026–Present
Los Angeles / San Francisco, CA

- **Google Trusted Developer:** Prototype and evaluate experiences on **Project Aura**, testing spatial interaction, onboarding, feature discoverability, input behavior, display usability, developer APIs, and real-world device workflows.
- Tested **RayNeo GT Max** display glasses across display behavior, usability, interaction patterns, comfort, feature discoverability, and everyday workflows; document bugs, friction points, and product feedback for future iterations.
- **Fbrc.ai:** Developed **Snapchat AR experience** transforming users into a Gossip Goblin character and a **Unity-based VR experience** placing viewers inside a one-minute fisheye-style immersive sequence with dynamic visual effects supporting the film *Pomegranate*

Software Engineer | TechMantra Solutions Jun 2025–Present
Los Angeles / Remote

- Built enterprise interfaces using **JavaScript, SuiteScript 2.x, Suitelets, and REST APIs** across inspections, approvals, PR-to-PO processing, authentication, barcode/search workflows, and data imports.
- Rebuilt a quality-management workflow spanning employee/OTP login, inspection dashboards, detail views, search/scanner flows, and final pass/fail decisions; defined reusable UI patterns, validation, permissions, and frontend state.
- Used **Claude, MCP servers, and agentic development tooling** for code exploration, implementation, debugging, documentation, and multi-step tool-calling workflows with structured application context and human-in-the-loop validation.
- Supported delivery through **AWS / CloudFront and CI/CD**, improving caching, deployment consistency, and cross-environment debugging.

AI Reviewer / LLM Evaluation & Agent Systems | Handshake AI Aug 2025–Nov 2025

- Evaluated **300+ LLM and agent tasks** across reasoning, hallucinations, safety, multimodal understanding, retrieval, and multi-step execution; designed rubrics and failure taxonomies and translated model behavior into actionable feedback.

AI/ML Engineer / Founding Engineer | BIOCOM Technologies Feb 2025–Dec 2025

- Built a low-latency **multimodal XR assistant** combining voice, gaze, motion, and contextual signals; prototyped developer-facing interfaces connecting APIs, live analytics, and biosignal workflows.

Graduate Research Assistant | Emerging Analytics Center, UA Little Rock Jan 2023–May 2025

- Engineered Python/Unity pipelines processing **2M+ XR telemetry events**; built real-time gaze/interaction analytics with **Elastic-search, Logstash, and Kibana**.
- Reduced telemetry re-identification risk from **100% to 0.04%** using WGAN-GP and privacy-preserving ML; developed experiences across HoloLens, HTC Vive, CAVE/MiddleVR, and Apple Vision Pro.

Software Engineer | Infosys Ltd. Aug 2021–Jan 2023

- Built enterprise systems using **Java, Spring Boot, Python/Flask, REST APIs, and MongoDB**; reduced API latency by approximately **60%** through indexing, caching, and query optimization.
- Shortened QA cycles by approximately **40%** through Jenkins/Bitbucket CI/CD automation; implemented JWT/RBAC security and automated API validation with Postman/PyTest.

Selected Projects

- **SIGGRAPH Conference Planner [Live]:** Designed and shipped a conference companion with **search, filtering, interactive maps, schedule planning, conflict detection, and personalized recommendations**; used by **500+ attendees**.
- **Voice AI Civic Resilience Platform [GitHub]:** Built a **React, TypeScript, ElevenLabs, Leaflet, and GIS API** platform combining conversational intake with public hazard data to generate property resilience reviews and actionable recommendations.
- **AI Planning Agent [GitHub]:** Built an **iMessage-native conversational AI agent** using **TypeScript, Node.js, OpenAI API, and Photon SDK** with preference memory, recommendation logic, repeated-suggestion avoidance, and proactive scheduled nudges.
- **TaaraNight – Constellation Game:** Built a recurring consumer game using **TypeScript, Phaser, Hono, and Redis**, combining real star-catalog data, daily puzzles, collections, sharing, and leaderboards; reached **200+ active players**.

Skills

Languages: Python, Java, JavaScript, TypeScript, C#, C++, Swift, SQL, HTML/CSS
Frontend / Product: React, Next.js, Vite, Tailwind CSS, Figma, responsive design, interaction design, product prototyping
Backend / AI: Node.js, FastAPI, Flask, Spring Boot, REST APIs, PostgreSQL, MongoDB, Redis, LLM APIs, RAG, LangChain, LangGraph, MCP, agentic systems, model evaluation
XR / Spatial: Unity3D, OpenXR, Android XR, XREAL, Snap Spectacles, HoloLens, Apple Vision Pro SDK, WebXR, Three.js, gaze tracking, spatial anchors
Cloud / DevOps: AWS, GCP, Azure, Docker, Kubernetes, GitHub Actions, Jenkins, Terraform, CI/CD

Achievements

- **Winner, ElevenLabs Track, Jewel City Hacks 5.0; 1st Place, Google Android XR Hackathon; 1st Place, Lovable Hackathon.**
- **1st Place, 2025 Mainstream Research & Creative Works Expo** for *Preserving Privacy in VR Telemetry Data*; recipient of the **Graduate Research Excellence Award**, University of Arkansas at Little Rock.
- **Speaker & Presenter:** GatherVerse speaker; XRCC session; IEEE VR workshop presentations in **2023, 2024, and 2025**; IEEE VR 2025 poster presentation.
- **Mentor & Reviewer:** Mentor at MIT Reality Hack and XRCC; reviewer for **ACM SAP 2025**.
- **Leadership & Conference Service:** ACM Chapter Vice Chair at UA Little Rock; She Codes Chair at ALIET; SIGGRAPH Student Volunteer Team Leader in **2024 and 2026**; SIGGRAPH Student Volunteer in **2023**; IEEE VR Student Volunteer in **2024 and 2025**; AWE Super-Star Volunteer in **2025**.

Education

Stanford University, School of Engineering – Machine Learning XCS229, Professional Education Summer 2026
University of Arkansas at Little Rock – M.S. Computer Science 2023–2025
Graduate Research Assistant & Full Scholarship Recipient | [Thesis: Secure Frameworks for User Motion Data in VR](#)