

# Alex Stamm

Mobile | XR | Tools | Shaders

Graphics Engineer  
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## Professional Summary

*Graphics Engineer specializing in mobile games, shaders, optimization, tools, and XR with 8 years of experience. A self-driven and passionate technical designer who values team collaboration and prioritizing the user experience. A resourceful and rapid prototyper who sees it all the way through, from concept to shipping.*

## Experience

Technical Artist at Niantic, Inc

*Aug. 2021 - Present*

- Migrated the Ingress Prime graphics architecture to URP. Supported the Pokémon Go team strategy by sharing documentation, shaders, and demonstrations, saving them months of people hours.
- Shipped Ingress' Daily and Event questing system as feature lead, coordinating the team across multiple disciplines, writing the quest authoring tooling, and achieving a 5% increase to average DAU.
- Directed Overclock, the first shipped VPS-AR game feature to showcase Niantic's geospatial technology to players, and presented at Augmented World Expo. (AWE)

CTO/Co-Founder at Augmentio

*Jan. 2020 - Nov. 2020*

- Prototyped the MVP application in Unity that our team used to secure \$300k in funding.
- Led a team of artists and designers in developing the Figment AR App, based on my publication.

VR Engineer at Kilograph

*Sept. 2019 - Dec 2020*

- Independently developed AR applications that visualized architecture pre-renders on-location.

Graphics Artist at Envision Center

*Jan. 2015 - Jan. 2019*

- Virtually landed Dr. Buzz Aldrin on Mars by having him play our VR Mars experience in a HMD.

## Skills

Code

C#, Graphics Programming, Python, C++

Software

Unity, Unreal, Git, Adobe, Jira

Implementation

Mobile Optimization, Tools & Pipeline, VFX, UX, UI Design

Project Management

Cross-team Communication, Research, Technical Documentation

## Education

Purdue University

Computer Graphics Technology

*Master of Science | May 2019*

*Bachelor of Science | May 2016*

- VR, AR, & Graphics Programming

Google Summer of Code | *Summer 2019*

- Upgrading Processing Foundation Video Library to version 2.0

## Publications

*Assessing Image Quality Impact of*

*View Bypass in Cloud Rendering*

- Master's thesis defense | *March 2019*
- Streaming console-quality game frames to a mobile device by render offloading

*Augmented Virtuality in Real Time*

*for Pre-visualization in Film*

- Presented at the IEEE 3DUI | *March 2016*
- DOI: 10.1109/3DUI.2016.7460050