

# Alex Stamm

XR | Co-Founder | Dev

[alexstamm.com](http://alexstamm.com) | [github.com/alexstamm](https://github.com/alexstamm)

Interactive engineer specializing in graphics programming, augmented reality, and video streaming with 5 years XR experience. An entrepreneurial engineer - capable of unifying artists, coders, and designers into a cohesive team and streamlining communication.

## Experience

Augmentio

Tech Co-Founder | Jan - Nov 2020

- Established company roadmap and set team technical goals
- Built the app MVP prototype
- Lead producer for consumer-focused AR app, leading teams in design, engineering, and 3D art

Kilograph

VR Engineer | Sept - Dec 2019

- Developed AR app to support architectural art exhibit
- Supported pitches, crafted prototypes, and estimated budgets for technical AR or interactive digital projects

Envision Center

Graphics Developer | Jan 2015 - Jan 2019

- Expanded the capabilities of our VR projects by implementing the first Unreal pipeline for the organization
- Created a new method for viewing our 360 videos by building a custom VR video playback engine in OpenGL
- Virtually landed Dr. Buzz Aldrin on Mars

Littlestar VR

VR Engineering Intern | May - Aug 2017

- Enhanced video playback for PSVR by distributing cores and optimizing the decoding capability of streamed videos
- Packaged app to GearVR, Daydream, Oculus, Vive, and PSVR

## Publications

Assessing Image Quality Impact of View Bypass in Cloud Rendering

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

Augmented Virtuality in Real Time for Pre-visualization in Film

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

## Skills

Languages

- C#
- Python
- C++
- OpenGL
- Blueprints
- Java

Software

- Unreal
- Unity
- FFmpeg
- Maya
- Visual Studio
- Adobe Products
- Processing

## Abilities

- Graphics Programming
- VR/AR Development
- Shaders
- Video Encoding
- Video Streaming
- Mobile Development

- Visual Effects
- Real-time Rendering
- Team Development
- Applied Research
- Academic Writing
- Technical Writing
- Public Speaking

## Education

Google Summer of Code | Summer 2019

- Upgraded Processing Video Library to v2.0 by switching to a GStreamer video pipeline

Purdue University

Computer Graphics Technology

Masters of Science | May 2019

Focus: VR, AR, & Graphics Programming

Bachelor of Science | May 2016

- Studied abroad in Medellin, Colombia
- Global Engineering Showcase Award
- “Most Potential for Impact”

## Contact

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