

# Alex Stamm

Pipeline Engineer | XR | Tech Artist | Game Production

alexstamm.com

Pipeline Engineer specializing in graphics, XR, mobile, VFX, tools development, live-games, and prototyping with 8 years of experience. An entrepreneurial game developer - capable of unifying artists, coders, and designers into a cohesive team.

## Experience

Niantic, Inc.

Technical Artist | Aug 2021 - Present

Ingress

- Directed the Overclock feature, the first VPS-AR game released worldwide
- Carried feature vision from concept, to prototype, to testing, to shipping
- VFX, shaders, and optimization for mobile with the new red faction, Machina
- Prototyped new AR games in 2-week sprints with engineering and game design team
- Developed VFX and animations to bring artist concepts into Ingress
- Programmed UI and iterated based on feedback together with the UX design team
- Led the audio production pipeline and developed new audio features

Augmentio

Tech Co-Founder | Jan - Nov 2020

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

Kilograph

VR Engineer | Sept - Dec 2019

- Developed AR apps to support architectural art exhibits and future buildings
- Supported pitches, crafted prototypes, and estimated budgets for technical AR or interactive digital projects

Envision Center

Graphics Artist | Jan 2015 - Jan 2019

- 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
- Developed studio's first UE4 VR experience

## Contact

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## Skills

Languages

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

Software

- Unreal
- Unity
- FFmpeg
- Maya
- Adobe Products

## Abilities

- Real-time Rendering
- Rapid Prototyping
- Tools Development
- Shaders and Materials
- VR and AR Prototyping
- Audio and Animation
- Graphics Programming
- UX/UI Design
- Mobile Optimization
- Feature Direction
- Product Management
- Video Production
- Video Encoding
- Video Streaming
- Client Communication
- Applied Research
- Academic Writing
- Technical Writing
- Patent 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

- Studed abroad in Medellin, Colombia

## Publications

Assessing Image Quality Impact of View Bypass in Cloud Rendering

- Streaming game frames to a mobile device
- 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