

Alex Stamm

XR | Tools | Graphics

Technical Artist
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Professional Summary

Technical Artist specializing in mobile, XR, shaders, tools, and live games with 8 years of experience. A self-driven and passionate technical designer who values team collaboration, communication, user experience, and product quality, while maintaining alignment with business goals.

Experience

Technical Artist at Niantic, Inc

Aug. 2021 - Present

- Led feature development on Ingress' questing system, unifying the team across multiple disciplines, and reaching our team and company goals for daily user engagement, feature usage, and retention.
- Directed Overclock, the first VPS-AR game feature, and presented at Augmented World Expo. (AWE)
- Coordinated the rendering pipeline upgrade for Ingress Prime. Shared documentation, shaders, and demonstrated the process with Pokémon Go team, resulting in the team finishing tasks ahead of schedule.

CTO/Co-Founder at Augmentio

Jan. 2020 - Nov. 2020

- Prototyped the initial app in Unity that our team used to secure funding.
- Led a team of artists and designers in developing the Figment AR App based on my published research.

VR Engineer at Kilograph

Sept. 2019 - Dec 2020

- Designed and programmed AR architecture applications that visualized building pre-renders on location.

Graphics Artist at Envision Center

Jan. 2015 - Jan. 2019

- Virtually landed Dr. Buzz Aldrin on Mars by having him experience our VR Mars experience.
- Developed the first UE4 VR experience for our studio, which had been predominantly Unity-based.

Skills

Code

C#, Graphics Programming, Python

Software

Unity, Unreal, Adobe, Jira

Implementation

Mobile Optimization, Tools, VFX, UX, UI Design

Project Management

Cross-team Communication, Applied Research, Technical Writing

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