

ABIGAIL KING

VIRTUAL REALITY DEVELOPER



CONTACT

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SKILLS

UNITY

UNREAL

IOS DEVELOPMENT

ANDROID DEVELOPMENT

OCULUS

VIVE

ARKIT & ARCORE

VUFORIA

MAYA

ADOBE CREATIVE CLOUD

LENS STUDIO SNAPCHAT FILTERS

SPARK AR FACEBOOK FILTERS

EDUCATION

TEXAS A&M UNIVERSITY

VISUALIZATION BS | 2014 - 2018

AKADEMIE FÜR

INTERNATIONALE BILDUNG

2D ANIMATION AND

STORYTELLING | SPRING 2017

PROFESSIONAL EXPERIENCE

LAPRAIM | UNITY DEVELOPER & 2D ARTIST

MAY 2019 - DECEMBER 2019

Developed the augmented reality portion of an ecommerce mobile application for a cosmetics company. The app allows users to overlay specific cosmetics on their face, take photos and videos, save these files to a gallery within the app, and share them on social media.

GROOVE JONES | UNITY DEVELOPER

JUNE 2018 - MAY 2019

Created mobile augmented reality advertisements and experiences. My primary focus was configuring an AR marketing experience for Western Union. The application uses image and ground tracking capabilities that can be used at Western Union Headquarters to explore their building and company on a deeper level.

TREND3R | UNITY DEVELOPER

OCTOBER 2017 - MAY 2018

Prototyped an augmented reality mobile application for a desk chair company to visually represent the back support of their chairs. The application projects a chair and an avatar into space with the ability to change the avatar's seating position to view how the chair adapts.

MERGE VR | UNITY DEVELOPER & 3D ARTIST INTERN

SUMMER 2017

Designed and developed proof of concepts to show the versatility of the Merge Cube. The augmented reality mobile applications can give the user the abilities to hold an object that does not have the ability to be handheld to seeing a world contained inside of the Cube itself.