

Sean McMains

As a developer and technical manager, I have spent my career using Internet, mobile computing, and XR technologies to solve interesting problems for people. I'm currently exploring ways to improve life for others through my work, both as a servant leader among my colleagues and by advancing worthwhile ends in my employment.

EXPERIENCE

Banjo Digital, Austin, TX — Director of Technology

May 2018 - Present

Led team of Virtual and Augmented Reality developers, spearheading implementation of continuous integration, code reviews, QA processes, unified source code management systems and workflow, and various other improvements to the team's practices.

Notable Projects:

- Honda Civic Tour 2018: Built Vuforia-based companion app for Charlie Puth's summer concert tour. The iOS and Android app that, when used in conjunction with the concert program, provided a variety of augmented content to concert-goers, including interactive multi-track audio visualizations, behind the scenes videos, 3D models of Honda vehicles, and interactive photo galleries.

Mutual Mobile, Austin, TX — Director of XR Engineering

June 2017 - April 2018

Led team of Virtual and Augmented Reality developers, architecting complex applications, establishing best practices, mentoring developers, consulting across projects, working with customers to define and meet needs, implementing professional development plans, and developing XR solutions for clients. Established and ran the "VR Beyond Gaming" meetup for a year.

Notable Projects:

- MediVRx: Tech Lead for this medical education project, which was designed to help patients understand their conditions and to improve their therapeutic compliance. It was our most architecturally ambitious XR project, including a Daydream client, backend servers, downloadable content, custom analytics, and a web reporting console.

- Bluegreen Vacations: Sole engineer for this 360° video project, which was installed at Bass Pro Headquarters in Springfield, MO and in Bluegreen Vacations headquarters in Memphis, TN. It was built on Oculus Rift and PC and included custom analytics for 360° video that I designed and built.

Mutual Mobile, Austin, TX — Director of Technology

January 2012 - June 2017

Developed and consulted on iOS solutions. Mentored, reviewed, counseled, interviewed, hired, staffed, and created professional development plans for 5-30 iOS/Android direct reports. Created coding standards for Objective C and Swift. Created iOS internship program and consulted with other departments as they started their own.

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SKILLS

Technical Management
VR Development
Unity
iOS Development

INVITED PRESENTATIONS

Agile for the Very Impatient
(Texas State University, August 2017)

Speed Run: Build a Galaxian Clone with SpriteKit in 45 Minutes (360 iDev, Las Vegas, September 2014)

Accessibility: What It Is, Why it Matters, and How to Do it: (CocoaConf, Dallas, April 2013)

Case Study: Magnolia at Texas State University & Surfacing External Data Through Magnolia (Magnolia Conference, Switzerland, September 2009)

University-Wide CMS Implementation - Failure, Then Success (Infinite Solutions, Springfield, October 2008)

LANGUAGES

C#, Swift, Objective C, Java, Python, Ruby, JavaScript

Notable Projects:

- Pearson iLit: An ambitious project to bring an entire English curriculum to high school classrooms through the iPad and a classroom Macintosh. Notable features included real time communication using XMPP, CouchDB for curriculum and assessment results, custom ePub renderer.
- Softcard iOS: Electronic wallet solution for Android and iOS that integrated with an external NFC-enabled phone case to provide POS support. This was the project where I became a staunch advocate of code reviews.
- I also contributed to various internal projects, a bespoke Time Tracking app, BSX, Union Bank, Under Armor Record's Apple Watch App, and more.

Magnolia, Basel, Switzerland — *Sales Engineer*

March 2011 - December 2011

Presented Magnolia CMS functionality and administration to potential clients around the country and internationally. Developed bespoke prototypes and customer implementations using Java and various markup languages. Helped clients understand the capabilities of the system and how it applied to their particular business needs.

Texas State University, San Marcos, TX — *Alpha Geek*

May 2004 - March 2011

Led and developed solutions with a 5-7 person team of highly productive developers who were responsible for the University's LMS, Web CMS, Events Calendar, Certification Management System, Mobile Apps, and various internal tools, using a combination of Java, Ruby on Rails, Python, and Objective C.

Notable Projects:

- Texas State Mobile app: Initiated a skunkworks project to train my team in mobile development and to create the University's first iOS app. It was terrifically well received, and later became the University's official mobile app. Our team developed an Android version as well.
- Gato: Tech Lead for the University's Web Content Management implementation. The CMS was originally built on Vignette, and had a mere handful of users. After much discussion and lobbying for a better solution, we transitioned it to Magnolia, improved functionality and ease of use, and had over 200 sites hosted in the system by the time I left. I led the engineering efforts for this project as well.

EDUCATION

The King's College, Briarcliff Manor, NY — *BS Music Education*

September 1988 - May 1992