

## Contact

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## Top Skills

Agile Methodologies  
iOS Development  
Virtual Reality (VR)

## Certifications

Certified Scrum Master

# Sean McMains

iOS & XR Developer, Technical Leader  
San Antonio, Texas

## Summary

I'm an enthusiastic software developer with a particular fondness for iOS and VR/AR in Unity. I have spent my career using the Internet, mobile technology, and virtual reality to solve problems and tell stories for people and companies. I'm currently interested in using my development skills and experience to build beautiful, compelling, innovative, life-enriching applications and teams that produce them.

Specialties: Native iOS, Unity, XR.

Other areas of study and interest: Data Science, Accessibility, Serious Games, Music.

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## Experience

Handsome.

XR & iOS Developer/Director of Technology Implementation

January 2019 - Present

Austin, TX

- Project: Built beautiful, engaging VR experience on Vive for Dell's 2019 SXSW exhibit and DellWorld. Included a variety of interactive experiences and support for 5 languages. Built with Unity and SteamVR.
- Project: Prototyped and brainstormed augmented reality remote lab support telepresence system for m300 augmented reality glasses.
- Led Handsome's development team building polished mobile apps, websites, and VR experiences.
- Instituted code quality practices. Created and documented processes and best practices for team of multidisciplinary developers.
- Created and organized college developer internship program.
- Evaluated and hired employees and contractors to staff a dynamic lineup of client projects.

PLNAR (SmartPicture Technologies Inc)

iOS Developer/Tech Lead

September 2018 - December 2018 (4 months)

## Austin, Texas Area

- Project: PLNAR augmented reality iOS-based measurement and room plan creation tool. Used Swift & ARKit on iOS.
- Instituted code review, CI and other quality practices to improve development team's speed and quality.

## Banjo Digital

XR Developer/Technical Director

May 2018 - September 2018 (5 months)

### Austin, Texas Area

- Project: built iOS & Android versions of augmented reality app for the 2018 Honda Civic Tour, supplementing printed program with video, interactive models of Honda vehicles, and visualizations of Charlie Puth's music. Built with Unity and Vuforia.
- Project: augmented reality system for identifying aircraft parts and providing technical information for maintenance personnel. Built with Unity and Vuforia.
- Led development team, establishing processes and best practices for Unity-based XR projects.
- Worked closely with company founders to architect, scope, and plan projects.

## Mutual Mobile

6 years 4 months

XR Developer/Director of XR Engineering

June 2017 - April 2018 (11 months)

### Austin, Texas Area

- Project: MediVRx, a VR-based medical education project designed for use in doctors' offices and at patients' homes to improve patients' therapeutic compliance. Built for Daydream with Unity, AWS, and custom analytics tools.
- Project: 360° video kiosk for Bluegreen Vacations with purpose-built analytics for 360° video. Installed at Bass Pro Headquarters in Springfield, MO and Bluegreen Vacations headquarters in Memphis, TN. Built on Oculus Rift with Unity.
- Project: KitKat Breakland, a Google Cardboard app built for Nestle with several KitKat themed mini-games.
- Established and led "VR Beyond Gaming" meetup that hosted 25-50 VR enthusiasts and developers in Austin monthly.
- Led team of Virtual and Augmented Reality developers, establishing best practices, consulting on a variety of projects, working with customers to define and meet their needs, and establishing and implementing professional development plans.

## iOS Developer/Director of Technology

January 2012 - June 2017 (5 years 6 months)

Austin

- Project: Pearson iLit brought an entire English curriculum to high school classrooms through the iPad and a classroom Macintosh. Native iOS.
- Project: Softcard iOS, an electronic wallet solution for Android and iOS.
- Smaller Projects: internal Time Tracking app, BSX, Under Armor Record's Apple Watch App, and more.
- Created and led iOS internship program with up to three interns per year.
- Created coding standards for Objective C and Swift.
- Mentored, reviewed, counseled, interviewed, hired, staffed, and created professional development plans for 5-30 iOS/Android direct reports.
- Presented several times at CocoaConf and other gatherings on various iOS and IoT topics as an ambassador for MM.
- Organized a variety of internal training efforts, including a book club, WWDC video parties, and "Tech Talk" technical knowledge shares for projects.

## Magnolia International Ltd.

Sales Engineer

March 2011 - December 2011 (10 months)

Basel Area, Switzerland

- Project: Implemented faceted search engine for Magnolia corporate website.
- Project: Worked with Sales lead to establish Magnolia's corporate presence and operations in the US.
- Developed bespoke functionality for prototypes and customer implementations using Java and various markup languages.
- Presented Magnolia CMS functionality and administration for potential clients around the country and internationally. Helped clients understand the capabilities of the system and how it might best be applied to their particular business needs.

## Texas State University

Web & iOS Developer/Team Lead

May 2004 - March 2011 (6 years 11 months)

- Project: Texas State's first Mobile app. Terrifically well received. Started as a skunkworks project, later became the University's official app. iOS and Android.

- Project: Gato, the University's Web Content Management System. Originally on Vignette, transitioned to Magnolia, improving functionality and ease of use, eventually hosting more than 200 sites.
- Led and contributed to a 5-7 person team of highly productive developers who were collectively responsible for the University's Learning Management System, Web Content Management System, Events Calendar, Certification Management System, Mobile Apps, and a variety of other internal tools, using a combination of Java, Ruby on Rails, Python, and Objective C.

### Origin Systems, Inc.

Programmer

2000 - 2004 (4 years)

- Developed custom web applications to support the billing and maintenance needs of Ultima Online, a 250K subscriber Massively Multiplayer Online Role Playing Game.
- Developed features and bug fixes for the game server software in C++.

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## Education

The King's College

BS, Music Education · (1988 - 1992)