

Jarrett Pierson

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PROFESSIONAL SUMMARY

Lead Software Developer and Unity Specialist with extensive experience designing, developing, and delivering immersive interactive experiences across AR, VR, and real-time 3D platforms. Proven track record supporting large-scale themed entertainment, training simulations, and digital twin environments for clients. Adept at full-lifecycle development, cross-disciplinary collaboration, hardware/software integration, and technical leadership. Strong communicator and mentor with deep expertise in Unity and emerging immersive technologies.

SKILLS

Programming Languages: C#, C++, Python, Unreal Engine Blueprints, Microsoft Power Fx, HTML, JavaScript, TypeScript

Game Engines: Unity, Unreal Engine 4, Unreal Engine 5, Godot

Software: Visual Studio, Android Studio, 3DS Max, Maya, Blender, Unity UI Toolkit, Perforce, Bitbucket, Jira, Vuforia, SteamVR, Nvidia CloudXR, SharePoint, Microsoft Power Apps, Microsoft Office, Photoshop, Linux Ubuntu, Windows

Hardware: Meta Quest, HTC Vive, UltraLeap, Android devices, OptiTrack, infrared touch frames, projectors

Soft Skills: Effective communication, problem solving, adaptability, reliability, relatability, punctual, mentorship, gap filler

PROFESSIONAL EXPERIENCE

Lead Software Developer & Unity Developer | Holovis

Mar 2023 – Present

- Delivered an interactive ride attraction using AR technology and Unity
- Developed and delivered an interactive game experience using Unity, infrared touch frames, and interactable props
- Developed and delivered a VR digital twin of an interactive experience using Unity
- Developed and taught training courses for operations teams taking over attractions and interactive experiences
- Developed and performed software and hardware integration test documents for attractions and experiences
- Led commissioning teams testing and updating ride vehicles, computers, and digital equipment
- Worked with clients to architect solutions, improve guest experiences, and develop connections

Technical Intern | Universal Creative/ATI

Aug 2022 – Dec 2022

- Rebuilt and converted Unreal Engine projects for digital twin VR development via cloud streaming
- Rapidly prototyped interactive experience concepts in Unity for potential projects
- Contributed to software development at current and upcoming Universal attractions and experiences
- Constructed wooden prototypes and programmed components for a special effects project
- Projects worked on: Universal's Epic Universe, Illumination's Villain-Con Minion Blast

Lead Unity Developer, Software Developer, UI/UX Developer | Project Vector

Jan 2022 – May 2022

- Collaborated with the Naval Air Warfare Center Training Systems Division to develop a training simulation game for Air Intercept Controller trainees
- Collaborated with U.S. Naval Officers to prototype scenarios based on real AIC course scenarios
- Rapidly prototyped and implemented a UI layout to mimic E2 Display Screens used by AIC personnel
- Collaborated with a programmer to develop cross platform between PC and Android tablet devices
- Developed and implemented a Relative Bearing System between two objects

Software Developer & Representative | Virginia Serious Game Institute

May 2018 – Aug 2020

- Developed interactive game experiences, including a cooperative Roblox game for Tencent
- Demonstrated projects and demos to potential clients and stakeholders
- Attending schools to teach students Unity Game Development courses

Lead Instructor | Mason Game and Technology Academy

May 2018 – Aug 2020

- Developed curricula and taught C# and Unity Game Development courses for K-12 students
- Collaborated with instructors in teaching special topics, troubleshooting projects, and giving guidance to students
- Researched new engines and topics for future courses

EDUCATION/CERTIFICATIONS

University of Central Florida | Florida Interactive Entertainment Academy

Aug 2021 – Dec 2022

Master of Science in Interactive Entertainment

George Mason University

Aug 2015 – May 2019

Bachelor of Fine Arts in Computer Game Design

Certifications:

- OSHA 30-Hour General Industry
- CPR/First Aid
- Microsoft Office Specialist for Word, Excel, & PowerPoint