Tobiah Wrenfield

Unity Developer

Raleigh, NC · tobiah.wrenfield@example.com · (919) 555-0143 · LinkedIn · Portfolio · GitHub

SUMMARY

Unity developer with 5 years of C# work on mobile games and standalone VR training apps for Quest headsets. Cut frame time on Quest 2 from 16.4 to 11.2 ms and shrank an Android build from 182 to 96 MB. Comfortable owning a feature from editor tooling through store submission.

EXPERIENCE

Unity Developer — Brightkeel Simulations

Raleigh, NC · Mar 2023 – Present

- Built hand-tracked assembly lessons in Unity (C#, XR Interaction Toolkit) for a forklift and conveyor training app used by 4,300 warehouse staff across 31 sites.
- Moved the project from the Built-in pipeline to URP with single-pass instanced rendering, cutting average frame time on Quest 2 from 16.4 to 11.2 ms.
- Wrote a ScriptableObject lesson format that lets 2 instructional designers author new modules without code, raising output from 3 to 8 modules a quarter.
- Added offline progress caching and a sync queue for sites with poor Wi-Fi, dropping lost-session reports from 52 to 6 a month.

Junior Unity Developer — Pebblecrest Games

Durham, NC · Jun 2021 – Feb 2023

- Moved art and audio to Addressables with remote content delivery, shrinking the Android install from 182 to 96 MB for a casual puzzle game with 1.1 million installs.
- Replaced per-frame Instantiate calls with pooled tiles and particles, removing GC spikes that had pushed 9% of sessions below 30 fps on low-end phones.
- Integrated Unity IAP and an ads SDK behind a wrapper interface, passing Google Play and App Store review on the first submission for 4 consecutive releases.

SKILLS

Engine: Unity 2021–2023 LTS, URP, Addressables, Timeline, Cinemachine, Input System

Languages: C#, HLSL and Shader Graph, basic C++ for native plugins

XR and mobile: XR Interaction Toolkit, OpenXR, Meta Quest, Android, iOS, ARFoundation

Tooling: Unity Profiler, Frame Debugger, Memory Profiler, Git LFS, Unity Cloud Build, NUnit

CERTIFICATIONS

Unity Certified Professional: Programmer, 2023

EDUCATION

B.S. Computer Science, NC State University (Game Development concentration), 2021

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