

# Garrett Monteiro

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## WORK EXPERIENCE

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### Holovis

September 2023 – Present

*Solutions Architect*

*Orlando, FL*

- Worked on an NDA project with a major theme park client leveraging Unity, C++, and PLC control systems.

### Beaudry Interactive

April 2023 – Present

*Unity Developer*

*Los Angeles, CA*

- Spearheaded the design and execution of a Unity-based visualizer, capable of transforming roomscale crowd noise and music into dynamic color displays via Max MSP and DMX, all networked using custom UDP messages.
- Lead the backend development of a virtual putting game leveraging Unity, projection mapping, and OpenCV object tracking across multiple IR cameras for a major Las Vegas indoor golf entertainment venue.
- Developed the UX/UI and gameplay for multiple interactives for a children's space-themed exhibit at a Philadelphia science museum.

### Technical Multimedia Design, Inc.

January 2023 – March 2023

*Programmer, VR App Development*

*Burbank, CA*

- Oversaw the development of and contributed improvements to an internal VR tool leveraging Unity and C#, designed to encourage collaborative feedback in a shared digital environment.

### Smart Monkeys, Inc.

December 2021 – October 2022

*Junior Front-end Software Developer*

*Miami, FL*

- Developed the front-end for ISAAC - a software and hardware stack for managing A/V systems.
- Supported the ISAAC team during the release of ISAAC 2.0 - a major UI/UX overhaul, implementing new designs for 20+ pages in React with Redux using TypeScript.

### The Bezark Company

July 2021 – November 2021

*Programmer*

*Los Angeles, CA*

- Worked as a developer alongside a creative team of six different disciplines in a fast-paced environment on an unannounced immersive project using React.
- Communicated closely with the creative team to maintain and deliver on the creative intent of the project.

### Worldbuildr, Inc.

March 2019 – June 2021

*Software Engineer*

*Los Angeles, CA*

- Worked hands-on alongside a team of three talented engineers to build out the first general system for attraction show control and pre-visualization in the entertainment industry using Unity.

## EDUCATION

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### California Polytechnic State University, San Luis Obispo

June 2021

*B.S Computer Science, Interactive Entertainment Concentration*

*San Luis Obispo, CA*

## SKILLS & INTERESTS

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- **Skills:** C/C++/C#; Unity3D; ReactJS; NodeJS; Git; Python; JavaScript; VR/XR; GraphQL; Dante; TouchDesigner; Maya; OpenGL; OpenFrameworks; computer networking; UDP; OSC; Unity UI Toolkit; Figma; simulations; digital twins; system diagrams; computer vision; REST APIs; Scrum; agile software development; algorithms; unit tests; web application development; software design; object-oriented design; integration tools; artificial intelligence; machine learning; continuous integration; show control systems; game engines; social skills; client relations; flexible; excellent communication
- **Interests:** Game design; music production; singing; theme parks; immersive theatre; travel; live music