# **Michael Becker**

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#### **EDUCATION**

Berklee College of Music - Bachelor of Fine Arts (3.9 GPA)

2010

#### **CERTIFICATIONS**

Product Strategy - Northwestern University's Kellogg School of Management 2021
 Unity -Unity Certified Developer 2017
 Udacity -Front End Web Developer Nanodegree program 2015
 Code Fellows - Advanced JavaScript & Python Courses 2015

## <u>SKILLS</u>

- Comprehensive experience w/VR/AR Engineering and Design (Meta Quest 1 & 2, Magic Leap One, ARKit/Core, HTC Vive, Oculus Rift, MS Mixed Reality & others)
- Comprehensive experience with WebGL & WebXR technologies: Three.js / WebVR / A-Frame
- Expert command of Unity & C#
- Excellent command of Unreal Engine & Blueprints (with some C++)
- Proficiency in Blender, working knowledge in Maya & 3D Max
- Familiarity with Substance products, Quixel products and the PBR texture pipeline
- Comprehensive web development knowledge: HTML5/CSS3, JavaScript ES6, Various design frameworks, React, NodeJS, CSS preprocessors (SASS/LASS)
- Professional experience in Sound design, music production & audio engineering w/Pro Tools, Logic Pro, Ableton Live and various industry-standard solutions

## **PROFESSIONAL EXPERIENCE**

## Pluto - Technical Product Manager and Creative XR Engineer2021-Current

- Leading development and product strategy for Pluto's XR Multi App Stack
- Designing and Prototyping virtual and augmented reality cloud-streamed XR applications
- Collaborating with technical and professional partners to realize Pluto's multi app strategy

#### Pluto - XR Developer / Tech Lead – Seattle, WA

- Designing and architecting Pluto's WebXR-based Multi App system
- Creating <u>Sandcastle</u>, Pluto's Open Source WebXR Engine
- Prototyping XR Multi Apps in Unity, Unreal and ThreeJS (WebXR)
- Creating MAIT, a learning hub / documentation resource for Pluto's Multi App stack and technologies

2020 - 2021

Magic Leap - Grassroots Evangelist – Seattle, WA	2018 - 2019
Creating and delivering technical presentations, talks and content for the deve	loper community
<ul> <li>Representing Magic Leap in Conferences, Meetups and Hackathons</li> </ul>	
Organizing developer events, workshops and meetups domestically and intern	ationally
Communicating with the developer community online and helping craft Magic presence	Leap's social media
Writing blog posts for magicleap.com and interviewing third-party technical pa	rtners
Collaborating on Magic Leap's Educational endeavors	
Magic Leap - Creative 3D Engineer, Digital Experience – Seattle, WA	2017 - 2018
<ul> <li>Programming compelling 3D content for Magic Leap's Website</li> </ul>	
Prototyping bleeding edge features for Magic Leap World (the Magic Leap App	
Capturing, art-directing and editing on-device footage for magicleap.com and	
<ul> <li>Iterating with designers, artists and UX engineers on Magic Leap's storefronts products</li> </ul>	and main .com
Self-Employed - VR & Web Developer – New York, NY and Seattle, WA	2014 - 2017
<ul> <li>Crafting beautiful, responsive, performant VR &amp; Web experiences.</li> </ul>	
<ul> <li>VR Instructor &amp; Evangelist – recently taught Unity VR development</li> </ul>	
at the Codespa VR Programming Retreat	
<ul> <li>Mentor, Forum moderator and project reviewer for Udacity's <u>VR Nanodegree</u></li> </ul>	
<ul> <li>Worked for <u>RIFT</u>, an LA-based boutique Digital Marketing Agency, crafting</li> </ul>	
websites for clients in the real estate and high-end automotive industries.	
Technologies used include WordPress, WebGL/Three.js & others	
Missing Link Music – Business Affairs & IT Specialist – Hoboken, NJ	2012 - 2014
Spearheaded the design and programming of a Filemaker Pro client database	
& migration ~500 clients from the older Microsoft Access DB	
Diagnosed and amended a critical flaw in the international royalty	
distribution process, thus preventing significant monetary losses	
Helmed international relations with publishers and collection societies	
overseas & ensured accurate copyright registration, & timely royalty payout	
<b>Israel Defense Force</b> – Translator & Intel Analyst – Jerusalem, Israel	2004 - 2007
<ul> <li>Translated &amp; analyzed sensitive and often fragmented audio, text &amp; data</li> </ul>	
Researched pertinent time-sensitive information utilizing proprietary	
counterterrorism technology	
<ul> <li>Oversaw relevant instruction procedures for new recruits and assisted in</li> </ul>	
designing mission-specific curricula	