

Blake Gross

www.blakedgross.com

blakedgross@gmail.com

(330) 715-5607

Industry Experience

Software Engineer II - Microsoft Dynamics 365 Layout (February 2017 to Current):

Microsoft Layout is an application for HoloLens and Windows Mixed Reality headsets that enables designers to space plan in context.

- Areas of ownership: import pipeline and asset rendering, file I/O, UX
- As part of work, have taken ownership of UnityGLTF project, an edit and runtime import/export library for glTF 2.0 files in Unity
- Tech lead responsible for transition of application to new team

Software Engineer I, II – Xbox Live (July 2014 to February 2017):

I worked in the Xbox Live SDK team, which developed the client-side REST SDK for interacting with Xbox Live Services.

- Was a core developer that worked with Minecraft team to deliver Xbox Live experience and functionality to GearVR, iOS, and Android for their E3 announcement and release
- Architected and developed “social manager” and “stats manager”, a thick client API to handle Xbox Live social integration and stats integration, respectively, for titles

Programmer Co-op - 1st Playable Productions, LLC (June to November 2012):

- Programmed front-end gameplay and GUIs in ActionScript 3 for various games and applications

Conference Talks

WCVRI 2018 (Nanchang, China)- **VR Reading: The First Step Towards the Future of Productivity**

Build 2018 (Bellevue, WA)- **Building Applications at Warehouse Scale for HoloLens**

VRDC @ GDC 2018 (San Francisco, CA)- **Untethered: Designing Apps Beyond Room Scale**

XFest 2016 (Bellevue, WA and London, England)-

- **How to Keep Your Friends Fresh**
- **Xbox Live Best Practices**

XFest 2015 (Bellevue, WA)-

- **XSAPI 2.0: C++ and Exception Free**

Selected Project

Chimera Reader- May 2015 to Current – Gear VR, Oculus Go, Xiaomi MiVR, HTC Vive Focus

Chimera Reader is a VR eBook reading application that is the #1 VR eBook reader in the US and China

- Wrote majority of app, challenge areas were: epub rendering and VR scene rendering

Skills

Programming Languages: C++ , C#

Environments: Visual Studio, Unity, UWP

Education

Rochester Institute of Technology - May 2014 - Rochester, NY

Bachelor of Science in Game Design and Development

Minors in Computer Science and Philosophy

GPA: 3.9