

Dustin Boyle

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[Portfolio](#)

Professional Summary

Innovative and results-driven **XR Software Engineer** and **Unity Developer** with extensive experience in designing and developing immersive experiences for industries ranging from gaming and finance to healthcare. Skilled in **C# programming, Unity 3D**, and creating XR applications that push the boundaries of technology. Proven track record in contributing to **multiple patents** at Wells Fargo and Sony PlayStation R&D, showcasing expertise in AR/VR/MR innovation. Developed **Mixed Reality data visualizations** at PwC, featured at **CES 2023**. Extensively experienced in **AI technologies** like **Copilot, ChatGPT, ChatPwC**, and **Gemini**, driving innovation and enhanced user experiences.

Professional Experience

PricewaterhouseCoopers (PwC) – Remote

Senior Software Engineer / Mixed Reality Developer

September 2022 – October 2024 (Direct PwC Employee)

March 2021 – September 2022 (MBO Partners Consultant)

- Designed and developed cutting-edge XR solutions, including **Virtual Co-working environments, AR escape rooms, and AI-driven Metahumans**.
- Created **Mixed Reality (MR) data visualizations**, showcased at **CES 2023**, demonstrating PwC's leadership in innovative XR applications.
- Integrated **AI technologies** like **ChatGPT, Copilot, ChatPwC**, and **Gemini** to enhance immersive experiences and business tools.
- Conducted research in **Neuromorphic Technology** and explored innovative uses of **Digital Twins** and **VR advertising**.

Wells Fargo – San Francisco, CA

Unity Developer / Mixed Reality Developer

August 2019 – October 2020

- Created **Mixed Reality (MR) banking prototypes**, leveraging Unity and C# to enhance customer interactions.
- Conducted R&D on AR/VR applications for finance and contributed to **multiple patents** advancing XR in the industry.

Sira Medical – San Francisco, CA

Unity Developer / Mixed Reality Developer

October 2018 – Present

- Developed **medical Mixed Reality experiences** using Microsoft HoloLens for applications like **CT scan visualization**.

Freelance Developer – Emeryville, CA

Unity Developer / Mixed Reality Developer

July 2018 – Present

- Designed and built custom XR experiences for head-mounted displays, including Microsoft HoloLens and Oculus Rift.

Drop (HTC Vive Company) – Oakland, CA

Developer / Mixed Reality Developer

September 2017 – July 2018

- Engineered a **Virtual Reality Internet Interface** for HTC Vive, focusing on intuitive UI/UX for VR environments.

Sony Interactive Entertainment – San Mateo, CA

Game Designer / Mixed Reality Developer (Yoh Consultant)

September 2016 – July 2017

- Innovated use cases for new technologies in PlayStation R&D.
- Contributed to a **patented VR interaction system**.

Game Development Projects

- **Dog Save The Queen** (Indy Dragon Studios): Co-founder, published to Google Play Store.
- **CyberPong VR** (Colopl Ni): Designed game mechanics for this multiplayer HTC Vive game.
- **Orbit's Odyssey** (Paperkyte): Featured on iOS App Store as a "Best New App."
- **Wizard Academy VR** and **Gerbuster VR** (Realiteer): Published on App Store and Google Play.

Education

Academy of Art University – San Francisco, CA

Bachelor of Fine Arts in Video Game Design

June 2009 – May 2014

- Graduated with honors and contributed to three published games before graduation.

Technical Skills

- **Programming Languages:** C#, JavaScript, Python, HTML, CSS
- **Game Engines:** Unity 3D, Unreal Engine
- **AI Tools:** Copilot, ChatGPT, ChatPwC, Gemini
- **Design Tools:** Autodesk Maya, Adobe CC
- **Version Control:** Git, SVN, Rider
- **Other Skills:** UI/UX Design, Video Editing, MS 360

Recognition

- Co-founded **Indy Dragon Studios**, a mobile game company.
- **Orbit's Odyssey:** Featured on iOS as a "Best New App."
- Contributed to **multiple XR patents** at Wells Fargo and Sony PlayStation.
- **CES 2023:** Developed **Mixed Reality data visualizations** featured at the event.
- Maintained an **outstanding GPA** at the Academy of Art University.