BEN SNOWDEN

Lawrenceville, GA · 678-478-1151 · BENCSNOWDEN@GMAIL.COM · LINKEDIN.COM/IN/THEBENSNOWDEN · ITSBENPROD.COM

Senior Unity Engineer with 11+ years of experience building XR applications, multiplayer systems, and developer tooling across VR/AR platforms. Proven track record shipping consumer and enterprise products on Meta Quest, PC, and mixed reality hardware.

EXPERIENCE

05/2024 – 03/2026
SR. UNITY ENGINEER, XR APPLICATIONS | TRANSFR

- Served as engineering lead for the VR front end of Mission Control, a real-time classroom monitoring feature built in Unity using MQTT to stream live headset data from every trainee to an instructor dashboard.
- Contributed to Mission Control feature roadmap planning, helping translate customer requirements into technical specs.
- Overhauled a content catalog menu system in Unity with a redesigned, performance-optimized UI to improve trainee content discovery.
- Maintained and extended Unity Asset Bundle-based loading systems for simulation content delivery, improving load performance and platform scalability.
- Built core infrastructure for a new XR mobile learning platform in Unity, establishing foundational systems for content delivery and interaction.
- Developed custom Unity editor tooling to accelerate asset creation workflows for XR Designers, reducing manual overhead and standardizing production.
- Utilized AI-assisted development tools (Claude, Cursor) to accelerate tooling and code generation workflows.
- Implemented xAPI-based analytics and telemetry systems to capture trainee performance data and surface insights for instructors.
- Implemented ADA compliance across UI and interaction systems for two XR applications; used Sentry for client-side error monitoring across the platform.
- Developed full stack features end-to-end using FastAPI, Python, and PostgreSQL on the backend, with Unity on the client side.
- Built reusable Unity editor menus for core SDK interactions and drove cross-team collaboration to reduce duplication and accelerate feature onboarding.

05/2019 – CURRENT
CTO & CO-FOUNDER | CORRUPTED MEDIA PRODUCTIONS

- Co-founded studio in 2019; manage a team of 6+ artists and engineers across multiple shipped VR titles including Vertical Shift and Grenade Junky on Meta Quest and Steam, and an upcoming unannounced title.
- Designed and implemented foundational multiplayer service infrastructure and architecture using Photon PUN, Fusion 1 & 2, Voice, and Chat across titles.
- Deployed region-based dedicated server systems via PlayFab Cloud for matchmaking, and integrated PlayFab for player account management.
- Built foundational DevOps pipelines using Azure Pipelines, custom build scripts, and webhooks with deployment support for Steam and Meta Quest.
- Developed a custom Unity Package distribution system to keep cross-project architecture reusable and scalable.
- Built a Blender-to-Unity auto-importer, eliminating manual art-to-engine handoff steps.
- Created whitebox levels, multiplayer dev test tools, automatic spectator systems, and esports features for competitive play and live tournament broadcasting.
- Engineered social systems: friend lists, stat tracking, leaderboards, in-app purchases, cosmetic microtransactions, and a PlayFab → Azure Functions → CosmosDB telemetry pipeline.
- Integrated bHaptics vest SDK to support haptic feedback on Meta Quest, expanding player immersion and hardware compatibility.
- Leveraged AI tooling (Claude Code, Codex) across custom tooling, code generation, analytics, documentation, and asset pipeline workflows.
- Built automation pipelines for social media content delivery and posting using Zapier and Repurpose.io to streamline studio marketing output.
- Produced game trailers, media campaigns, and advertiser and publisher demo content to support business development and studio visibility.
- Organized and ran live streamed esports events, managing broadcast production and competitive tournament operations.

09/2021 – 05/2024
AR VR DEVELOPER | INVERIS TRAINING

- Developed scalable network-enabled Unity 3D features using Mirror across AR and VR platforms including Magic Leap for Room Clearing, Marksman Training, and Police and Task Force training products.
- Built custom Unity automation tools to streamline the pipeline between art and software teams.
- Streamlined NPC creation and integration; built trainee analysis tools using custom Unity editor tooling to provide actionable performance feedback.

- Refactored large codebases to fit new architecture and reduce tech debt; future-proofed systems with technical design documentation.
- Integrated OptiTrack as the motion tracking solution for weapon interactions, alongside Final IK and ragdoll systems.

01/2021 – 06/2021
UNITY AR DEV | DIGITAL YALO (CONTRACT)
- Developed an AR app to enable users to preview blind models on interior windows.
- Created analytic systems to track user experiences. Added animated UI interfaces that dynamically adjust for landscape and portrait modes.
- Created sorting algorithm to manage the presentation of product catalogs based on more than 10 preferences.
- Contributed to AR mechanics to place, recolor, rotate, and reposition furniture in a home environment.

05/2020 – 08/2020
IT INTERN | CHUGACH GOVERNMENT SOLUTIONS
- Aided the management and creation of network security systems to secure servers for office spaces and created work-at-home solutions during COVID-19.

08/2019 – 03/2020
VIRTUAL REALITY DEVELOPER | DELTA SIGMA COMPANY
- Developed a VR showcase room in Unity to allow customers to view CAD models at scale in real time before their desired machine was constructed.

05/2019 – 08/2020
INNOVATION INTERN / GAME DEVELOPER | SOUTHERN COMPANY
- Led the restructuring of a safety training project to support new objectives.
- Spearheaded development of "Power Play" — built asynchronous loading systems, player controllers, coin systems, and mini-game creation tooling.

EDUCATION

Fall 2017 – Spring 2021
B.S. COMPUTER GAME DESIGN AND DEVELOPMENT, KENNESAW STATE UNIVERSITY
Double Minor in Software Engineering + Computer Science
Awards: President's List, Dean's List (2x), Honors, Best Community Events, Best Community Council (as President), 1st Place Game Jams

SKILLS

- Unity 3D (11yr+)
- C# (11yr+)
- VR/AR (8yr+)
- Unity XR (8yr+)
- Meta Quest, Index, Vive, Rift (6yr+)
- Magic Leap (3.5yr+)
- Level Design (8yr+)
- Competitive FPS Map Design (5yr+)
- Competitive eSports FPS Analysis (6yr+)
- Unreal Engine (5yr+)

- Photon PUN, Fusion, Voice, Chat (6yr+)
- Mirror (3.5yr+)
- MQTT
- Azure PlayFab (5yr+)
- Git (7yr+)
- Unity Optimization and Profiling (7yr+)
- Unity Post Processing / Lighting (7yr+)
- Unity Final IK and Ragdolls (5yr+)
- Agile Project Management (6yr+)
- Jira (5yr+)
- JavaScript (3yr+)
- Python (3yr+)
- AI-Assisted Dev — Claude, Claude Code, Cursor, Codex, Copilot, Gemini, Midjourney