

JACOB FLETCHER

Unity Game Developer | VR/VR Engineer | Technical Artist | Real-Time 3D

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PROFILE

I am a long time Unity developer and technical artist with production experience across gameplay programming, VR/VR, multiplayer, 3D rendering, 3D content, UI, tools, and backend integration. I have built production features for ACE and Microsoft. At Ace I helped scale our player base from roughly 150 users to 50,000+ monthly users all as live services. I shipped over a dozen independent mobile games and released multiple Unity Asset Store tools for other indie developers to use. I believe I am a strong fit for any team that needs someone who can move between engineering, technical art, optimization, and production-ready implementation.

CORE SKILLS

Unity / C# Gameplay System, UI Design, Gameplay Optimizations, Editor and Asset Tools	VR/VR / Multiplayer Quest, HoloLens, Photon, and Mirror	Technical Art Shadersgraph, Compute, Modeling, Animation, Rigging
Production Tools Git, Jira, Maya, Blender, Cinema 4D, Photoshop	Backend / Services Server Migration from Bubble to AWS, Backend API Integration	Game Dev Focus (Systems) Weapons, Projectiles, Customization, Asset Pipelines, Performance Optimizations

PROFESSIONAL EXPERIENCE

ACE - Senior Software Engineer, VR/VR | July 2023 - May 2026

- Joined at an early stage with roughly 150 users and helped scale the product to 50,000+ monthly users by shipping production Unity features, stabilizing workflows, and improving front-end architecture.
- Refactored major portions of the game from the ground up, improving maintainability, scalability, performance, and day-to-day iteration speed for gameplay, UI, and VR/VR systems.
- Implemented Photon PUN multiplayer systems, VR interactions, customizable weapons, projectile behavior, player-facing UI, and internal gameplay tooling.
- Built editor workflows, 3D assets, materials, and technical-art pipeline support that helped engineering, art, and product teams iterate faster on production-ready content.
- Integrated Unity client code with Bubble services and supported Bubble-to-AWS migration work, including subscriptions, user management, API integration, Git/Jira delivery, and production issue resolution.
- Used AI tools such as Claude and ChatGPT to assist with code review, optimization passes, debugging support, refactoring analysis, and occasional implementation suggestions while retaining final engineering ownership.

Microsoft - Senior Technical Artist & Producer | June 2020 - May 2023

- Supported executive-level Azure communications, quarterly all-hands, weekly fireside chats, video production, and high-visibility presentations, often coordinating complex technical and creative requirements.
- Owned end-to-end production workflows for live and recorded communications, balancing creative direction, technical setup, editing, asset delivery, stakeholder feedback, and deadline-driven execution.
- Created motion graphics, 3D art, animation, rendered visuals, photography/video edits, and live-event assets using Maya, Cinema 4D, Blender, Adobe tools, OBS, and Teams broadcast workflows.

Microsoft / Robert Half - Unity Developer, VR/VR | February 2019 - June 2020

- Built Unity-based HoloLens demos, immersive prototypes, 3D models, animations, rendered videos, and presentation-ready VR experiences in partnership with optical engineers, creative leadership, and product stakeholders.
- Translated technical product concepts into interactive experiences and visual prototypes that helped communicate device capabilities, UX direction, and spatial-computing interaction models.

Independent - Freelance Game Developer | 2008 - Present

- As an independent developer for over a decade I have worked on many different projects. Notably I created the Unity 2.0 Terrain demo for Unity's 2.0 release, released over a dozen independent mobile games, and released 2 successful asset store assets!

REFERENCES

Aaron Lee - AceXR - Founder | [LinkedIn](#)

Chris Klingler - AceXR - CTO | [LinkedIn](#)

Sara Zin - Microsoft - Creative Director | [LinkedIn](#)

Sadie Shields - Microsoft - Senior Design | [LinkedIn](#)