

# Anthony Mangione

**Game Developer, AR/VR & C# Specialist**

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## » Who I am

I am a full stack mobile engineer specialized in Unity 3D, with advanced skills on various development platforms. I have developed applications utilizing AR and VR on the Mobile/Vive/Oculus platforms, have published several games and applications to the Apple Store, Google Play, Steam and Oculus stores. As an engineer, I was raised adapting and learning new technology at a lightning pace to fit the needs of the project. I take absolute satisfaction in the successful deployment and delivery of new and exciting technology and games.

I have extensive knowledge in creating not only the front-end for mobile applications and games, but also the backend. I have successfully developed API's for gaming systems and production systems for more corporate applications. I constantly strive to hone my skills, learn new ones, and push for challenging experiences that will drive me to become a better team leader and developer.

## » Work Experience

**Stocket** - Boca Raton, Florida

*Chief Architect, 03/2019-03/2020*

- Selected to oversee recovery and reboot of the company.
- Directly responsible for all development within the application.
- Managed day-to-day responsibilities in the business as a whole.
- Updated Stocket from Unity 2018 to 2020, developing conversion tools as needed.
- I was integral to bringing the company from a powered down state to a company ready for and actively in acquisition discussions.

**VHornet**, Fond Du Lac, Wisconsin

*Co-Founder & CDO, 5/2017-Present*

- Designed and Developed multiple applications, both under contract and to be published.
- Published Virtual Reality Arcade games on Steam & local arcades for Vive/Oculus Rift.
- Met the needs of contractors to deliver applications on time and on budget.
- Developed Unique and Client IP for Oculus Go, Vive and Oculus Rift platforms.

**Black Box Realities**- Nashville, Tennessee

*Senior Developer, 02/2019-2/2020*

- Work Remotely & Onsite Effectively to deliver massive projects (*KEFI*)
- Created games and scene pieces featured extensively in KEFI's Arcades
- Created full Back-End API for testing & production.
- Directly faced clients and maintained their relationships with Blackbox.

**Stocket** - Boca Raton, Florida

*Lead Developer, 6/2016-06/2018*

- Oversaw development of a mobile game, including in-house and external developers.
- Designed & Developed the majority of the architecture/code used in Stocket.
- Assisted in managing growth within the team and organization.

**RepZio**, Juno Beach, Florida

*Lead(VR/AR) Developer, Xamarin Developer*

- Vuforia and ARKit application development with manufacturer supply chain interfacing.
- Xamarin Forms application, implementing barcode scanning, live & local SQL Syncing,
- ASP.Net/ Web Restful APIs development to handle various apps and manufacturing needs.

**Exano Software**, Boca Raton, Florida

*Founder*

- Created multiple Live Wallpaper Experiences for Android
- Created PSI - A submarine building game for Android/iOS.
- Worked to ensure client satisfaction and requirements for various contracts.

**CCRT**, Boca Raton, Florida

*Founder & Developer*

- Assisted in creation of multiple large plugins on the Minecraft Platform.
- Managed a tight-knit online community, including server and system administration.
- Created the Minecraft Pocket Companion, a recipe handbook on Android.
- Developed (and maintained) a community of over 2.5 million active users!

» **Technical Skills**

**Languages:**

- C#
- Java
- .NET
- XAML
- LUA

**Platforms:**

- Unity
- Xamarin
- XCode
- Android Studio
- Visual Studio

**Published On:**

- Amazon
- Steam
- iOS
- Google Play
- Oculus

» **Education**

**Florida Atlantic University** - *B.A in Political Science (2012)*