Anthony Mangione

Game Developer, AR/VR & C# Specialist

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» Who I am

I am a full stack mobile engineer with over ten years of speciality within Unity 3D. I possess advanced skills on various development platforms, and have developed applications utilizing AR and VR on Mobile/Vive & Oculus platforms. I 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 leader and developer.

» Work Experience

Wormhole Integrated Technologies, San Francisco, California *(REMOTE)*
Lead Developer, 8/22-Current

- I am leading development for our key Mobile & AR applications, designed for Vegetation Management & Construction. I am responsible for the majority of code reviews, specifications, and core development.
- I developed unique and creative solutions to get around real world problems deploying AR technology across a diverse field.
- I routinely meet with key stakeholders and clients, presenting our technology and company in the best possible light.
- I have collaborated on multiple patents pending in the AR space, specifically regarding real world tracking.
- I utilized Blazor & MudBlazor to create our home office web portals.

Wormhole Labs, San Francisco, California *(REMOTE)*
Lead Developer, 5/21-8/23

- I am remotely leading small teams of engineers across Wormhole Labs.
- I am responsible for creating and maintaining the Wormhole Tours real estate portal for agents and clients to connect and browse 360 degree panoramic photos of properties on

the web.
- I created a dynamic graphing system for Real Estate Agents to track property interest, completed viewership, repeat viewership, etc., as well as facilitate communication between agent and prospective client.
- I created & integrated links between Wormhole (mobile application) and websites, creating an agent specific experience as well as a client focused experience.
- I work directly with key stakeholders and investors to deliver demonstrations and fulfill client orders, managing teams to ensure quality delivery at critical moments.
- I designed a networking management system to be used within the mobile & web application, ensuring the multiple API's and libraries are accessible easily and without interfering in the work of the front-end developers.

VHornet, Fond Du Lac, Wisconsin
Co-Founder & CDO, 5/2017-Present

- I designed and Developed multiple applications, both under contract and internally published.
- I've published Virtual Reality Arcade games on Steam & local arcades for Vive/Oculus.
- I was responsible for managing mobile divisions for clients, as well as an internal development team within VHornet.
- I constantly met the needs of clients to deliver applications on time and on budget.
- I've developed Unique and Client IP for Oculus Go, Vive and Oculus platforms.
- I worked with publishers to develop and port their board games to Mobile platforms.

Black Box, Boise, Idaho *(REMOTE)*
Lead Developer (iOS/Android), 3/20-5/21

- Developed iOS & Android Applications connecting users to Black Box's Virtual Reality gym experience, to manage characters, subscriptions, social media, gameplay, etc.
- Worked within Gamesparks using Javascript to create backend features, creating an API to be used within the VR and mobile application.
- Managed multiple API's to control user scheduling, subscriptions/payments, as well as sync to the Virtual Reality component of Black Box.
- Frequently worked with key stakeholders & executives on project progress, cost. vs benefit, and risk analysis.

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 successful acquisition.

Black Box Realities- Nashville, Tennessee *(REMOTE)*
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.

CCRT, Boca Raton, Florida
Founder & Developer

- 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.
- 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:	Platforms:	Published On:
– C#	– Unity	– Amazon
– Java	– Xamarin	– Steam
–.NET	– XCode	– iOS
–XAML	– Android Studio	– Google Play
–LUA	– Visual Studio	– Oculus