Ryan Winstead

XR developer with a background in UX

ryanwinstead.com

winsteadwork@gmail.com

Github.com/rwinstead

(270) 836-6048

Experience

Software Engineer Associate (VR)

Volkswagen Group of America, Aug 2021 – Present

Currently lead the Mixed Reality Lab at VW's Innovation and Engineering Lab California, developing mixed reality prototypes of future vehicle concepts using Unity + C#, with Vive, Varjo, and Oculus hardware. Integrate working vehicle hardware via MQTT with VR and passthrough to simulate vehicle interiors and enable user testing of products.

Delivered a prototyping tool built in Unity that enables designers to rapidly edit and share vehicle designs in VR. In the app, users can place and move objects, and modify materials, textures, and shader properties of 3D models in real time. Edits can be shared, downloaded, and sent to other users. The app has been deployed on several VW projects.

Lead Unity developer

DILAC Lab at Georgia Tech, May 2020 – May 2021

Led a team of Unity developers on the creation of Dino-Store, a game that explores the consequences of public policy and personal choices while shopping in public during COVID-19. Submitted to IndieCade 2021.

Engineered a COVID epidemiological model in C# for Dino-Store in partnership with a COVID-19 researcher at Georgia Tech. Presented the package at IndieCade's Jamming the Curve event and made it available to the public.

Software developer

Atlanta City Government, Aug 2020 – May 2021 (Master's project)

Developed the backend of NoMasDesalojos.com, a tool that helps tenants file the CDC moratorium on evictions. Backend is built in Flask (python), which uses Twilio, DocuSign, and Bitly APIs to text the user a pre-filled CDC letter.

Sole developer of the Mi Casa Mis Derechos (MCMD) mobile website, built in Gatsby (React). MCMD uses visual storytelling to help tenants understand their rights in crisis situations.

Education

Georgia Institute of Technology

Aug 2019 – May 2021
MS in Human Computer Interaction

University of Kentucky

Aug 2011 – May 2015
BA in English Literature
BA in Gender Studies

Skills

Unity

C# scripting, VR, UI, animation, rigging, networking, shaders, AI, 3D physics, lighting

Programming

C#, Python, SQL, Javascript, CSS, Git, MQTT

Design

Figma, Illustrator, Blendr, Miro