

Garrett Krick

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Summary

Senior Unity Engineer specializing in C#, cross-platform product development, UI Toolkit, extended reality (XR), multi-user systems, and interaction design. Shipped commercial applications across mobile, desktop, and XR platforms, including augmented reality (AR), virtual reality (VR), and mixed reality (MR), with one XR product associated with more than \$10 million in sales. Known for building performant interactive systems, partnering directly with customers, and leading engineering work from prototype through release.

Core Competencies

- C#
- AR
- System Design
- Unity 3D
- VR
- UI Toolkit
- iOS
- MR
- Performance Optimization
- Android
- Multi-User Systems
- Technical Leadership

Work Experience

Dream Book, LLC

Senior Unity Engineer

Jan 2025 – Present

- Developed and shipped a cross-platform 3D home visualization and customization application for iOS, Android, Windows, and MacOS.
- Designed and developed the application's cross-platform UI from scratch using Unity's UI Toolkit.
- Developed and optimized runtime model-import and lighting systems to efficiently support high-fidelity 3D models across mobile and desktop platforms.
- Designed intuitive interactions for efficient navigation and manipulation of user-generated 3D environments.
- Developed REST API integrations for authentication, cloud-based user and project data, and large 3D model and asset transfers.

Eolian VR

Senior Unity Engineer

Jul 2023 – Jan 2025

Unity Engineer

Jun 2019 – Jul 2023

- Served as primary engineer for *ARTAK*, an award-winning multi-user XR platform associated with more than \$10 million in sales.
- Architected and built multi-user systems synchronizing dozens of users and thousands of objects within a single shared session.
- Led engineers in the architecture and development of production XR applications and systems across multiple platforms.
- Engineered XR interaction systems incorporating gesture and motion control, image/object tracking, and real-time environment meshing.
- Developed visualization and manipulation systems for simulated and live data across XR and conventional devices.
- Built prototype XR applications and capabilities to validate new product concepts and inform production development.
- Partnered directly with customers to identify requirements and design technical solutions using emerging XR and interactive technologies.
- Presented technology to existing and prospective customers for product demonstrations, technical education, and training.

Neo-Pangea

Internship

May 2015 – Sep 2015

- Collaborated with Front-End Developers to program and model an AR website using JavaScript, HTML, and CSS.
- Conducted rigorous testing on multiple projects to ensure seamless functionality and user experience.

Independent Projects

Defender of Earth

Sep 2018 – Jun 2019

- Designed, developed, and published an AR first-person shooter on the iOS App Store using Unity and C#.
- Designed intuitive one-touch AR gameplay and interactive systems.
- Implemented monetization systems including in-app purchases and advertising.

Siphon

Jan 2015 – Jul 2019

- Served as primary programmer for a 3D action-puzzle game, developing core gameplay systems, UI, and supporting systems using Unity and C#.
- Collaborated with a small team to develop 13 hours of unique gameplay across 12 hand-crafted levels.

Education

Full Sail University

Bachelor of Science in Game Design

May 2015

Awards & Patents

Eolian VR / ARTAK

Unity Government and Aerospace Creator Award

2022

U.S. Patent No. 11,297,164 B2

Named Inventor – Mixed Reality Systems

2022

Boy Scouts of America

Eagle Scout

2008

Tools & Technologies

Development

- Unity, C#, Visual Studio, JetBrains Rider, UI Toolkit, AR Foundation, Vuforia, Photon (PUN 2), MRTK, OpenXR, Git, Azure DevOps, MS App Center

AI Development

- Claude Code, Codex

Project Management

- Jira, ClickUp, Confluence, Miro