

Alvin Jeong

AlvinJeong.98@gmail.com
(360) 566-5758
Linkedin.com/in/alvin-jeong-xr

Spatial computing prototyper and engineer with experience designing and building immersive experiences. Strong background in XR prototyping, interaction systems, spatial UX, and emerging technologies.

Experience

Microsoft

Prototyper (Contract)

Jul 2025-Present, Redmond, WA

- Design and build mixed reality prototypes and interactions for future Windows experiences, exploring spatial productivity and AI workflows.
- Rapidly prototype user experiences to evaluate interaction patterns and product opportunities, helping teams learn through hands-on testing.
- Partner cross-functionally with designers, engineers, and stakeholders to communicate requirements, demo concepts, and turn prototype insights into implementation plans.
- Drive prototype-to-production handoff through clear technical specs, engineering collaboration, and integration into shared code architecture.

Apple

Technical Specialist

Jun 2024-Jul 2025, Lynnwood, WA

- Enhanced customer satisfaction by personalizing solutions and adapting communication to meet diverse customer needs.
- Navigated high-pressure situations collaboratively, aligning with Apple's commitment to innovation and quality.

Kore Meta Inc

XR Developer

Feb 2024-Jun 2024, Remote

- Prototyped spatial interactions, UIs, and gameplay mechanics for VR language learning games using Unity and C#.
- Used VR frameworks and Unity Profiler to identify bottlenecks and improve runtime performance.

IslaSoft

Game Developer

Jun 2021-Sep 2022, Remote

- Prototyped and developed robust, maintainable mobile games in Unity using C# and object-oriented programming principles.
- Maintained code quality and collaborated effectively using GitHub, adhering to version control best practices.

Skills

Development

Unity, Godot, Xcode, C#, Python, SwiftUI, Git/GitHub

XR & Prototyping

XR Prototyping, Spatial Interaction Design, XRITK, Meta XR SDK, Lens Studio, RealityKit, Reality Composer Pro, Gesture Design, AI/LLM Prototyping

Design & 3D

Figma, Blender, UX/UI Design, 3D Modeling, Game Design, Technical Art, HLSL, Adobe Suite, Touch Designer, Video Production, Projection Mapping

Education

Georgia Institute of Technology

2024-2027 (Exp.)

Master of Science (MS) in Computer Science
Specialization in Computational Perception & Robotics

New York University

2023

Professional Certificate in AR/VR Development and 3D Graphics
Tandon School of Engineering

University of Washington, Seattle

2017-2022

Bachelor of Design (BDes) in Interaction Design
+ Minor in Informatics

Projects

SnapSeek

Spectacles AR experience

May 2025-Jul 2025

- Built a multiplayer AR scavenger hunt for Snap Spectacles in Lens Studio to explore collaborative, location-based spatial gameplay.
- Prototyped gesture-based spatial interaction flows, iterating on usability, responsiveness, and immersion

Bubbs

MR productivity tool

Dec 2024-Jun 2025

- Created a bubble-inspired mixed reality productivity experience with Meta XR SDK and Logitech MX Ink SDK for both hand/stylus tracked operation.
- Explored spatial productivity interactions, focusing on playfulness and intuitive manipulation.

Char

AR mobile game

Apr-Nov 2023

- Designed and developed a mobile AR game in Unity using Lightship ARDK.
- Built core gameplay, interactions, and UI flows for real-world AR play.
- Iterated on mechanics and experience design to improve clarity, responsiveness, and player engagement.

Don't PANIC!

AR multiplayer mobile game

Mar-Jun 2022

- Conceptualized and developed gameplay systems for a cooperative mobile AR game in Unity/C#.
- Led implementation of core interaction and gameplay features for iOS AR.
- Showcased the interactive AR experience at the UW Design Show.