

Curtis Cummings

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Software Engineer with a passion for immersive technology and community building.

Work

Pixel Dash Studios, Jun 2023 - Present

Sr. Software Engineer

- Engineered dynamic structured meditation system to facilitate social meditative experiences.
- Led the development of tutorial and cutscene systems for VR Sports Game with over 200,000 MAUs
- Ported legacy game to new storefront

CrossComm Inc., Jul 2021 - May 2023

Sr. Immersive App Developer

- Developed Modular Application structure to speed up development iteration times for structured VR content.
- Successfully led team of Junior XR Developers and improved project delivery time by 12%

NOGD, Jul 2018 - Present

President/Organizer

- Hosted over 60 meetups and 10 game jams,
- Organized fundraising campaign that raised over \$20,000 for relief efforts in the aftermath of Hurricane Ida

Parallax Visions, 2020 - 2021

Owner/Lead Developer

- Created 360-degree VR Meditation Experience
- Negotiated contract, led project, led and implementation for VR Training simulation software.

Revelry Labs, 2017 - 2020

Software Engineer

- Delivered full-stack solutions across mobile and web applications in logistics, social media, CRM, and real estate
- Developed a BLE-enabled companion app for satellite communication device
- Worked with a range of technologies, including Django, Ruby on Rails, PSQ, Elixir/Phoenix, and ReactNative

Coe Solutions, 2016 - 2017

Programmer

- Implemented UI system refactors to improve dashboard load times by 5% in ASP.NET application

Yotta Technologies, 2014-2016

Unity Developer

- Developed VR Applications in Unity.
- Created "VROS" for YottaBOX VR Computer prototype
- Created prototype for job board social media platform

Skills

Unity *****

C#

.NET

Godot *****

ShaderGraph

React

Elixir/Phoenix

HLSL *****

Unreal Engine

C++

Photoshop

InDesign

Kubernetes *****

Blender *

Featured Projects

Clean Energy Smart Home
Meta Quest/iOS/Android
Senior Immersive Developer

NFL PRO ERA 2025
Meta Quest
Senior Gameplay Engineer

Mike Harris
Product Design Prototyper
Meta

Yash Banger
Lead Immersive Developer
CrossComm

References

Gerard Ramos
CEO
Revelry Labs

Ben Walker
Senior Gameplay Engineer
High Voltage Software