

# David Woodward

## Fullstack Developer

Austin TX

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## Education

2016 - 2020

University of North Texas, Denton, Texas

*Bachelor of Science in Computer Engineering - GPA 3.42*

Resident Assistant at Kerr Hall

ΠΚΦ, UNT Robotics (IEEE Autonomous Robotics Team Lead)

## Technical Skills

### Languages

HTML, CSS, Javascript, Typescript, Java, Bash, C, C++, C#, Python, Solidity, HLSL

### Frameworks

React, Tailwind, Three.js, Mapbox, Niantic 8th Wall, A-Frame, Node.js, Fastify, Prisma, Zod, tRPC, OIDC, MongoDB, PostgreSQL, Unity, Niantic ARDK (Lightship), Niantic VPS, Processing, P5.js, Hardhat

### AI Tools

Midjourney, ChatGPT, OpenAI API

### Agile

Edx Agile Software Development course, Jira, Confluence

### DevOps

GCP, Firebase, GitLab, Docker, Rancher, Kubernetes

### Hardware

Experience with Arduino and Raspberry Pi in embedded environments

## Work Experience

2023

Sphere One

*Senior Fullstack Engineer*

- Built our UnitySDK, with support for WebGL, iOS, Android, MacOS, and Windows
- Worked with clients to integrate our SDKs
- Designed architecture for frontend, backend, and SDK projects
- Co-managed a team of jr developers, responsibilities include training, code reviews, and task management

2022 - 2023

Niantic

*Fullstack Software Engineer (Web3, AR), R&D, Product Designer*

- Member of the SpotX team, which was mirco-acquired by Niantic in 2023 and became Niantic's first Web3 R&D team
- Designed, created, and launched multiple products using Web3 and AR tech

- Lead Niantics hack house at Miami Hack Week 2023. Responsible for finding the location, hacker selection, event planning, and managing 30+ staff and hackers
- Created AR prototypes using Niantics WebAR platform 8th wall, Unity platform ARDK (Lightship), and Virtual Positioning System (VPS)
- Shaped product vision, planning features, building products from scratch, and gathering feedback from stakeholders and users

2021 - 2022

Flayze

*Founder*

- Founded a startup to tackle concert ticket fraud, scalping, and make reselling tickets easier
- Pioneered NFT ticket technology
- Designed and created the backend API, smart contracts, and helped on frontend
- Launched and tested the system at multiple live events including HackDFW 2021

2020 - 2022

Lockheed Martin (Skunkworks)

*Skunkworks Mod/Sim Software Engineer*

- Containerized MESA, deployed on multiple clusters and classified spaces
- Integrated MESA with cross-BA software teams including Omniview, SENSIS, CMSB, NC3, PEM, MAESTRO, AFSIM
- Designed, implemented, tested, and deployed new capabilities including OMS UCI, autonomous mission planning, MIL-STD 6016, and new sensors
- Traveled and presented MESA to USAF customers, trade shows, and supported internal demos
- Trained 4 new team members on MESA software development

2020

Lockheed Martin (Aero)

*F35 PSSW Software Engineer*

- Created an Optical Character Recognition (OCR) system to decrease failure rates and improve reliability in automated test scripts
- Helped transition the team to modern agile and git workflows
- Completed weekly scrum assignments and code reviews

## Relevant Projects

2018 - 2020

NASA SUITS Augmented Reality Design Challenge

*Junior/Senior Year Project*

- Designed a Heads-Up-Display and navigation system to aid astronauts while performing spacewalks
- Built with Magic Leap and Unity
- Tested onsite at Houston Space Center with the NASA Astronaut training team
- Created a MARS simulator to test capabilities virtually in response to COVID-19

## Hackathons

Spring 2022

Placed top 5 at Miami Hack Week - launched a city wide NFT scavenger hunt in <3 days

Fall 2019

AT&T x Magic Leap business hackathon – Magic Leap app for IT/Manufacturing technicians

Spring 2019

Won Native Instruments sponsor prize at HackSXSW – Magic Leap app for music producers

Fall 2018

Won 2<sup>nd</sup> Place at hackUTA – AR Crash visualizer for Allstate

Spring 2017

Won 3<sup>rd</sup> Place out of 81 teams at EARTH HACK – Autonomous drone for air quality measurements