

KELTON EVANS

XR / Unity Developer

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PROFESSIONAL SUMMARY

XR / Unity Developer with 4+ years developing enterprise VR and AR applications in Unity for pharmaceutical manufacturing, training simulations, and digital twins. Experienced deploying and iterating Meta Quest and HoloLens applications through stakeholder feedback while building reusable multiplayer XR frameworks that accelerated development across multiple projects.

TECHNICAL SKILLS

C# Programming/ Unity	C++ Programming/ Unreal Engine	OpenXR
Meta Quest 2 Development	Microsoft HoloLens Development	Mixed Reality Toolkit (MRTK)
Normcore Multiplayer Networking	Final IK	Autodesk Maya
Git Version Control	Visual Studio	Jetbrains Rider
Object-Oriented Programming (C#)	Performance Optimization	Voice Recognition Systems

PROFESSIONAL EXPERIENCE

XR App Developer — GMP Engineering Inc | New Jersey, United States | 08/2021 – 05/2026

- Developed immersive XR training and visualization applications in Unity and C# for Meta Quest 2 and HoloLens, partnering with designers and engineering stakeholders to translate pharmaceutical CAD models into intuitive, visually accurate real-time simulations that improved stakeholder comprehension of facility operations before implementation.
- Built and reused XR software frameworks supporting multiplayer networking, character systems (Final IK), procedural workflows and dynamic interaction systems, cutting development time by ~20 % across multiple Unity projects
- Engineered immersive procedural and safety workflows—including cleanroom gowning, decontamination showers and contamination-control protocols—that replaced static engineering documents with interactive simulations and reduced training time for new operators.
- Designed process-flow visualization and equipment-exploration systems enabling users to follow solution movement through interconnected equipment and across facility levels, enhancing understanding of relationships that were hard to grasp from schematics alone.
- Integrated dynamic hand-pose interactions and object manipulation to improve realism and user embodiment, leading to more intuitive operation of complex equipment.

EDUCATION

Bachelors of Fine Arts - Game Development

Savannah College of Art and Design | 2019 – 2021