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# Dave Wolfe

## Senior Software Engineer - XR/VR Development

Gloucester VA (323) 219-4088

[krayzeebean@gmail.com](mailto:krayzeebean@gmail.com) <https://www.linkedin.com/in/dave-wolfe-85a3831>

### SUMMARY

Senior Software Engineer with 20+ years of experience building XR, mobile, and web applications. Specialized in Unity, real-time 3D systems, SDK development, and cross-platform experiences for Meta Quest, Apple Vision Pro, and Windows.

### SKILLS

**Languages:** C#, TypeScript/JavaScript, Python, Java, Swift

**Frameworks:** Unity, React, A-Frame, Three.js, Django

**Specialties:** XR/VR, SDK Development, Real-Time 3D, Application Architecture

### EXPERIENCE

#### Emerge — Senior Software Engineer, XR

Marina Del Rey, CA • 2020 - PRESENT

- Maintain and evolve Unity SDK for Wave-1 ultrasound tactility platform
- Reduced networking latency by 20% by replacing TCP/IP with UDP in Unity SDK and Python tactile engine
- Improved hand-tracking latency on Apple Vision Pro by 50%
- Developed custom OpenXR provider integrating Leap Motion with Unity XRHands
- Built immersive XR applications for Meta Quest, Apple Vision Pro, and Windows
- Led architecture decisions, performance optimization, and PR reviews
- Developed Python tooling for sensor acquisition and debugging using PicoScope SDK

#### Friendly Vengeance — Co-Founder/CTO

Los Angeles, CA • 2014 - PRESENT

- Lead developer on a variety of full-stack web and mobile applications and interactive experiences
- Define technical architecture, timelines, and budgets in collaboration with stakeholders

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- Research and implement emerging technologies in AR/VR and real-time 3D systems
  - Deliver interactive experiences that bridge physical and digital environments

### **Inhance Digital — Senior Interactive Developer**

Los Angeles, CA • 2009 – 2014

- Developed large-scale interactive applications for trade shows and installations
- Built reusable frameworks and internal developer tooling
- Participated in hiring and code reviews

### **Animax Entertainment — Interactive Developer**

Los Angeles, CA • 2009

- Developed branded interactive games and workflow tooling