

Michael Fontana

// Developer for Virtual Reality & Realtime Simulation applications

// 3D graphics generalist & Unreal Engine generalist

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Fourteen years experience across Virtual Reality, Game Design, Art, Architecture, and Consulting industries. Recent experience shipping multiple VR IPs to Quest and Steam Stores, as well as managing VR simulation app development for the AEC industry. Based in Seattle, WA.

Experience

MIXED REALITY DEVELOPER & PROJECT ENGINEER - VIATechnik

Seattle, WA (remote) | 02/2019 - 05/2022, 09/2025 - present

VIATechnik is a technology-focused consulting firm for the Architecture, Engineering, and Construction industries. I manage our remote team of artists, modelers, and QA staff to deliver XR applications and animations built on Unreal Engine. Experience building with OpenXR, DirectX, visionOS

- Leading development of an immersive design library for one of the country's largest general contractors built on Apple Vision Pro
- Led development of a [VR walkthrough](#) for Carilion Clinic's new hospital, which reduced client expenditures by 13x
- Led development of several promotional animations for [Virgin Hyperloop](#) which were exhibited at Autodesk University and to financial stakeholders
- Led cross-functional coordination with dozens of collaborators for new construction projects, reducing costs due to field errors by +\$1M

INDEPENDENT MIXED REALITY DEVELOPER

Seattle, WA | 07/2024 - present

Freelance work at the intersection of VR and games for various projects. Led level design and optimization for AtlasXR's [Beyond Sandbox](#) VR title. Experience developing with Unreal Engine 5, C++, Vulkan, and OpenXR API.

LEVEL DESIGNER - Myr, [Shootout VR](#)

Seattle, WA (remote) | 05/2023 - 07/2024

Myr is a venture-backed VR gaming startup focused on social multiplayer. I worked on the *Shootout VR* team as a generalist game designer in Unity with a specialization in level design.

- Authored 3 new levels for Shootout VR from early access to full Meta Quest store release.
- Managed pricing, scheduling, and database for in-game cosmetic store through an Azure database.

Education

University of Michigan, Ann Arbor

- Masters of Architecture

Lawrence Technological University

- B.S. Architecture, Civil Engineering

Tools + Skills

Unreal Engine 5, Unity

- Integration with VR hardware APIs (OpenXR, Meta, SteamVR)
- Lighting, scene setup, post processing effects
- VR physics interactions
- Gameplay programming
- Scripted events & interactivity
- UX interactions
- AI logic programming
- XR hardware integration
- Custom shader / graphics development
- Multi-user networking
- Integration with developer platform APIs (Meta, Steam, EOS, Proton)
- Animation & cinematics
- Packaging for PC and Android (mobile VR)
- Algorithm development (C++, Blueprints)

Cross-functional Collaboration

- Managed remote teams of up to 20 people while interfacing with dozens of external partners

LEAD LEVEL DESIGNER - AEXLab, [VAIL VR](#)

Seattle, WA (remote) | 05/2022 - 01/2023

AEXLab is a venture-backed VR gaming startup focused on competitive gameplay. My role was to author new levels for VAIL VR and work directly with the Chief Creative Officer and Art Director to craft an iconic visual aesthetic for our environments. Experience developing with Unreal Engine 5, DirectX, and OpenXR development environment.

- Authored level layout prototypes of new and existing levels while directing 3D artists and concept artists in developing final art
- Worked with CCO & Art Director to ensure our levels supported balanced competitive play going into the [Miami Vail Major](#) tournament in 2022—the largest ever VR tournament

- Have reported directly to project stakeholders and company executives

Blender

- Modeling, UV layout, and material assignment
- Custom shaders via shader graph
- Character rigging & animation
- 3D model cleanup

Perforce + Hansoft, Git Fork

- Have used source control daily on teams of 10-20 contributors

COMPUTATIONAL DESIGN & RENDERING SPECIALIST - Skidmore, Owings & Merrill LLP

Chicago, IL | 04/2016 - 06/2018

Designer with specialization in computational workflows and rendering production. Contributed to the development of concept and schematic designs for several international competitions.

Nanjing Supertall Design Configurator

- Created renderings for competition phase that contributed to SOM's successful win
- Led development of geometry algorithm in Grasshopper that increased speed of design iteration by 16x