



Haehl
Jack
XR Specialist

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Portfolio

JackHaehl.github.io
linkedin.com/in/JackHaehl

Other Skills/Technologies

- XR Interactions - XRI/MRTK/Meta SDK
- Mobile AR - ARCore/ARKit/Vuforia
- WebXR - 8thWall/three.js
- Photogrammetry & Gaussian Splatting
- GIS Data Analysis - QGIS
- 3D Data Visualization Pipelines
- Networking - Unity Netcode/Photon
- Multithreaded / Parallel Programming
- SOA & REST APIs - C#
- Embedded Programming - C++
- Hardware Prototyping - ESP32
- ML Training/Deployment - Tensorflow
- LLM & AI API Integration - OpenAI
- UI/UX Design, Prototyping, Research
- Technical Leadership & Client Comms

Awards

#1 Project - ASU Senior
Capstone Showcase
Best AR/VR Hack - Sunhacks
Hackathon
Overall Winner - United Game
Jam
Runner Up - Niantic VPS for Web
Challenge
Third Place Alliance - FIRST
Robotics World Championships

Hobbies



EXPERIENCE

Lead VR Developer - Applications & Systems

Digital Discovery Initiative - Arizona State University

Aug. 2024 - Present

Led 7 Unity/C# devs building VR design-evaluation & mission-planning tools for a next-generation lunar surface vehicle, shipping weekly demos to partners. Architected a QGIS + Python digital-twin pipeline that fuses rover LiDAR, satellite DEMs, GIS layers, and photogrammetry splats into cm-accurate lunar landscapes. Re-created Apollo 17 and candidate Artemis sites and advised partners on capture strategies, boosting model fidelity and accelerating geologic insight.

Lead AR Developer - Research & Prototyping

SciHub - Arizona State University

Sep. 2020 - Jun. 2022

Invented a handheld AR device that visualizes real-time magnetic fields, acting as sole hardware, firmware, and Unity developer under Nobel-laureate mentorship. Engineered an ESP32 to Unity bridge and directed EE + industrial-design partners to ship working prototypes, demoed to faculty and students for future research use.

XR Creative Developer - Haptics

Next Lab - Arizona State University

May. 2021 - Feb. 2022

Built a Unity VR "Mars Rover" module for Dreamscape Pods with a cross-disciplinary team, syncing haptic cues to launch, landing, and ops for 300+ students. Co-invented "PneuTouch," a wrist-worn haptic interface that shapeshifts for grasp feedback in VR utilizing an ESP32 ; co-authored a CHI '22 paper on its haptic realism.

Freelance XR Developer

Latent Vision Labs LLC, Self-Employed

Aug. 2023 - Present

Closed and managed XR contracts end-to-end, handling all client communications. Shipped two Quest 3 titles including an AR Dementia visualizer now used in caregiver training. Built a HoloLens-2 research prototype and an AI-driven Quest 3 MR Avatar (OpenAI + TTS)

Reality Lab Intern - AR/HCI

PTC

Jun. 2022 - Aug. 2022

Built a HoloLens-2 AR toolkit for tele-operated robots, Unity + MRTK app that incorporates live LiDAR and other sensor data into spatial guidance overlays. Leveraged UX and HCI principles to invent spatial cues that lower operator cognitive load and reduce obstacle collisions during AGV / robotic arm demos for R&D leadership.

Computer Science Instructor

ID Tech Camps

May. 2020 - Nov. 2020, Jan. 2024 - Jun. 2024

Taught 1-on-1 game-dev to ages 7-15, pivoting between Unity, Roblox, C++, and more. Live-built mini-games and spun up custom lessons on the fly, adapting to each student.

EDUCATION

**B.S Computer Science,
Certificate, Computer Gaming**

Arizona State University, Dec. 2024

CORE SKILLS



C#



Rapid
Prototyping



Unity



Interaction
Design



Python

