

MAYA RAMSEY

INTERACTIVE DEVELOPER



PORTFOLIO:
mayaramsey.com

- 📞 1(510) 207-8341
- ✉️ maya@ranlog.com
- 🌐 linkedin.com/in/maya-ramsey/

EDUCATION

Stanford University | 2015 to 2019
Bachelors of Science in Computer Science

- 2017 Code2040 Fellow
- Received Dean's Award for Academic Excellence

EXPERIENCE

Lead Gameplay Engineer, Interactive Team
Industrial Light & Magic | May 2022 to Present

Unreleased Experimental Media Project

[Associated TED Talk by Rob Bredow](#)

- Explored the use of **generative AI** to rapidly produce short-form content, focussed on training **LoRA's**, streamlining motion capture and **facial accuracy** in video to video gen workflows
- Currently advising engineers on the integration of new AI pipelines into internal tools

Marvel's "What If...? an Immersive Story" (Emmy Winning Vision Pro Immersive Experience)

[Apple App Store Page](#), [Associated SIGGRAPH 2025 Presentation](#)

- Prototyped experience and led other engineers in development of **VR and AR interactions**
- Created **Unreal Engine Blueprint** tools in **C++** to accelerate design and VFX workflows
- Developed a **cross-platform hand-pose recognizer** in **Swift, Objective-C**, and **C++** that identified multi-step gestures in real-time for Vision Pro and Meta Quest

Star Wars: Beyond Victory (Meta Quest VR/AR Game)

[Meta Quest Store Page](#)

- Developed tools and puzzle mechanics in **C++** for Unreal Engine in collaboration with designers

Game Engineer, Sponsorship Team

Niantic Inc | September 2019 to April 2022

- Led cross-team implementation of advertising features in **C# for Unity** for our **AR mobile games**, including [Pokémon GO](#), [Pikmin Bloom](#), and [Peridot](#)
- **Prototyped AR Experiences** triggered by physical objects that blended the real and virtual world
- Made full-stack contributions to team's client-facing tools using **Java** and **Angular**
- Collaborated with numerous stakeholders, adapting quickly and effectively to new projects
- Named as an inventor on the U.S. Patent Application No. 16/872,206, "Linking Real World Activities with a Parallel Reality Game"

Software Engineering Intern, Interactive Team

チームラボ・teamLab | June 2019 to September 2019

[Project Documentation Page](#)

- Created an **interactive projection-mapping** installation that simulated over 10,000 objects
- Successfully tested and deployed the installation in the teamLab Borderless space
- Worked in **C# for Unity** and leveraged compute shaders, **Autodesk Maya**, and **Houdini**

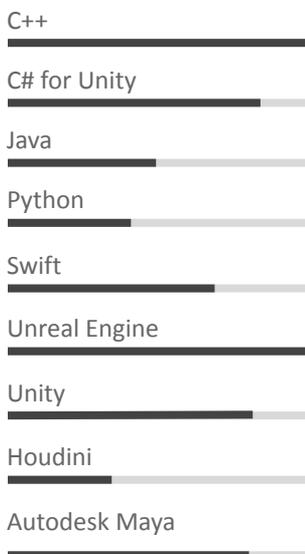
Engineering Intern, CT Team

1→10・株式会社ワントゥーテン | June 2018 to September 2018

[Project Documentation Page](#)

- Prototyped a modular "Electronic Fish Tank" installation with interactive visuals that responded to the physical tanks' stacking and orientation
- Designed tanks and implemented hardware and software using **SolidWorks**, **C# for Unity**, **Arduino**

Technical Skills



Languages



Key Skills

- Cross-Discipline Communication
- Prototyping AR/VR Experiences
- Rapidly adapting to novel technical environments