

# JOSIAH ZACHARIAS

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Software Engineer and Master's student passionate about XR-driven applications, with a strong foundation in 3D design, VR/AR hardware innovations, and clinical biotech research.

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## SKILLS

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**Extended Reality (XR):** VR, AR, MR technologies; creating immersive simulations in Unity and WebGL

**Interactive Hardware:** Biotech research with VR headsets (Oculus, VIVE, HoloLens) & haptic devices.

**Software Development:** C++, C#, Python; focused on computer vision and developing AR models.

**CV / Design:** Solid UX expertise; skilled in Adobe AE and GPU acceleration for AR/VR applications.

**Research Mindset:** Seeks latest XR developments and features for biotech, prosthetics & haptics.

**Communication:** Encourages honest collaboration across multi-disciplinary teams; fluent in Spanish.

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## PROFESSIONAL EXPERIENCE

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### SOFTWARE ENGINEERING, MIXED REALITY, AND BIOTECH RESEARCH

#### Frontend and Software Engineer

Meta – Reality Labs

Redmond, WA / hybrid (contract)

07/23 – 07/24

- Developed scalable, high-performance web apps with [3D scene tooling](#) of video data using AI technologies; pioneered an audio extraction tool using C++ and Python with machine learning.
- Built significant UI changes to Project Aria's frontend, increasing engagement for 1000s of users.

#### UX Engineer

Microsoft

Redmond, WA / hybrid (contract)

04/21 – 11/22

- Enhanced digital [classroom experiences](#) for over 10 million educators and students through comprehensive, documented toolkits and Rest API packages.

#### Web Developer and Graphic Designer

Electric Pen

Seattle, WA

10/15 – 03/21

- Creatively pushed boundaries of frontend technologies for [non-profit](#) and multinational clients, building trust through active listening (some solutions included [stickers](#) and [animations!](#))

#### Laboratory Research Manager

Vanderbilt University Medical Center

Nashville, TN

05/13 – 05/15

- Devised a novel 3D tissue model to study pancreatic cancer and was awarded funding to construct a specialized \$30k laboratory in under 3 months, garnering interest as an MD-PhD thesis.

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## EDUCATION

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**Master of Computer Science and SWE**, University of Washington (UW)

2025 (exp)

- Specializing in computer vision, 3D graphics, cybersecurity, cloud architecture and machine learning.
- Leveraged Unity's GPU rendering pipeline for [a space simulation](#) project in Advanced Computer Graphics, from beginning sketches to final implementation (C#, JavaScript, WebGL, Unity).
- Volunteered on a student-lead healthcare initiative for vision-disabled youth, developing AR environments in Three.js / Unity for AI-enabled learning methods.