

MAX WIENS

XR Game Developer | Unity Expert

📞 (204) 894-7713 @ mjwiens2@gmail.com 📍 Winnipeg, Canada

SUMMARY

XR Game Developer with professional experience building VR applications for Meta Quest and Pico headsets. Skilled in Unity, C#, the XR Interaction Toolkit, and creating intuitive, high-performance VR interactions. Experienced as both a lead developer and sole developer on client projects, delivering polished, production-ready software.

EXPERIENCE

Lead Unity Developer

BSDXR

📅 08/2023 - Present 📍 Winnipeg, Canada

- Supervised a team of interns on multiple concurrent projects, providing guidance, delegating tasks, and maintaining consistent communication to ensure timely, high-quality results.
- Served as the sole developer on several high-value client projects, managing planning, development, testing, and deployment to deliver reliable software solutions.
- Developed multiple VR games for both Pico and Meta Quest platforms, optimizing performance for standalone VR hardware.
- Built experiences using advanced technologies such as eye tracking, gaze interaction, hand tracking, and seamless AR/VR mode transitions.

EDUCATION

Diploma of Full-Stack Developer

Manitoba Institute of Trades and Technology

📅 01/2022 - 12/2022

High School Diploma

Mennonite Collegiate Institute

📅 09/2018 - 06/2020

High School Diploma

College St Norbert Collegiate

📅 09/2016 - 06/2018

SKILLS

Programming

Unity • OOP • C# • VR Development • Git • Gameplay Systems

XR Development

Quest SDK • Pico SDK • Hand Tracking • Eye Tracking • Gaze Interaction • AR/VR Transitions

PROJECTS

Heavy Construction VR

Designed and developed all core systems independently, including interactive mechanics, user interfaces, realistic tool interactions, and VR controls. Focused on delivering a safe, educational, and immersive training experience that teaches construction fundamentals and promotes PPE awareness.

Meta Store:

<https://www.meta.com/experiences/7618347104946889/>

Welding VR

Developed a revised welding training experience as my first project at BSDXR, focused on updating and improving an older VR welding simulation. Reviewed, refactored, and modernized legacy scripts to ensure full compatibility with the latest version of Unity. Enhanced functionality, stability, and overall user interaction to bring the project up to current development standards.

Meta Store: <https://www.meta.com/experiences/bsdxr-welding-vr/7331808230232568/>

Flagger VR

Developed Flagger VR, an interactive virtual reality training experience that teaches proper flagging techniques for traffic control. Designed and programmed, including realistic hand motion controls, dynamic traffic behavior, and immersive feedback systems. Focused on creating an engaging, safety-oriented training environment that reinforces real-world communication and signaling practices.

Meta Store:

<https://www.meta.com/experiences/8916013858414356/>

DeICEcalate

Created a small gameplay prototype within a one-week deadline as part of a job interview assessment. Designed the level layout, implemented projectile physics, and conducted thorough playtesting to refine pacing and overall feel. Focused on demonstrating rapid iteration, core gameplay polish, and strong foundational design skills.

Itch.io Game Page: <https://stookie.itch.io/deicecalate>

Test Subject

Participated in Unity's 20th Game Jam—my first-ever jam experience—where the theme was Timeless. Developed a wave-based survival shooter inspired by Call of Duty Zombies, featuring scalable enemy waves, FPS mechanics, and basic AI behavior. Gained valuable experience in time management, rapid prototyping, and structuring a project within a strict deadline while delivering core gameplay systems under pressure.

Itch.io Game Page: <https://stookie.itch.io/test-subject>