Robert Rasmussen

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PROFESSIONAL SUMMARY

Software engineer with a track record of taking products from concept to production as the sole engineer responsible for architecture, implementation, and deployment. Experience spans production web applications and real-time data visualization, cross-platform application development, applied LLM and automation tooling, and interactive 3D and spatial computing. Fluent across C#, Python, Rust, and C++, and backed by a recent M.S. in Computer Science.

SKILLS

Languages: C#, Python, Rust, C++

Web & Data: Real-time data visualization, web-hosted dashboards, WebGL deployment

AI & Automation: Python, LangChain, n8n, LLM pipeline development

Frameworks & Engines: Unity, Unreal Engine, Godot, Bevy

3D & Graphics: Real-time 3D development, rendering, shader programming

Version Control & Tooling: Git, Perforce

Specializations: Cross-platform development; XR / spatial computing (Meta Quest, Apple Vision Pro, HTC Vive, Android AR; OpenXR, ARKit/RealityKit, ARCore)

WORK HISTORY

Senior Software Engineer 02/2023 – 05/2025

Aquent, Boston, MA

- Architected and built a production digital-twin web application delivering real-time solar-energy data through interactive dashboards and navigable 3D environments modeling all five facility locations; still in active production use.
- Built interactive 3D applications for General Motors and Stellantis on Apple Vision Pro in Unity, owning architecture through deployment for each.
- Developed an Unreal Engine application for Toyota on Meta Quest 2, engineering cross-platform support to extend it to flat-screen desktop from a shared codebase.
- Developed an LLM-based automation pipeline in Python to streamline the company's recruitment and outreach workflows, reducing manual effort in candidate sourcing and communication.

Instructor 05/2021 – 09/2022

Engineering for Kids, Mesa, AZ

- Designed and delivered hands-on programming curriculum, teaching core computer science concepts to teenagers through game development and block-based visual programming tools.
- Taught robotics, guiding students through building and programming robots to develop logical reasoning and problem-solving skills.
- Led instruction in mathematics and the fundamentals of storyboarding and animation, adapting explanations across a wide range of ages and skill levels.

Software Engineer 03/2015 – 09/2020

Northern Arizona University Advanced Media Lab, Flagstaff, AZ

- Served as sole programmer for a university research lab, gathering requirements from multiple academic departments and independently delivering complete interactive applications for each.
- Built an interactive chemistry education tool featuring real-time structure recognition that identified user-constructed molecules, plus a quiz mode that validated assemblies against target structures.
- Developed a real-time music conducting application that applied statistical motion analysis to derive tempo, articulation, and dynamics from user input, driving live MIDI playback that adapted to the performance in real time.
- Delivered additional projects spanning mobile augmented reality, networked multiplayer, and early development on emerging hardware platforms.

EDUCATION

M.S., Computer Science (Computing Systems) 07/2026

Western Governors University, Salt Lake City, UT

B.S., Computer Science 12/2025

Western Governors University, Salt Lake City, UT

- Earned ITIL Foundation and Linux Foundation certificates.
- Received an Excellence Award for the exceptional quality of work submissions.