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SUMMARY

Two and a half years running a fleet of 200+ VR headsets across 20+ schools in four states, with no IT in the room, restricted networks the company didn't control, and operators trained once and supported remotely. Founding engineer and designer of the platform the fleet ran on, including the browser console that commands a classroom of headsets as one fleet.

EXPERIENCE

Bisesi Technologies — System Design Studio · Founder · New York, NY 2026–Present

- Built real-time computer-vision interfaces with MediaPipe pose and hand tracking and Three.js: camera-tracked human body and hand motion mapped onto live 3D models in the browser, with no extra hardware.
- Exploring human–agent coordination: how a team of people and AI agents divides work and reaches decisions.
- Designed and shipped LLM systems for live corporate training, including a pipeline that turns slide decks into in-session audience checks, with session-stage definitions grounded in learning-science research.
- Built evaluation harnesses for LLM systems; one cut how often the model misjudged which step of a training session was underway from 22% to 6%.

Ascent XR — Learning Time VR · Indianapolis, IN Nov 2023–Jun 2026

Founding Engineer, LTVR Platform ***Jun 2025–Jun 2026***

- Built the company's classroom platform as founding engineer, from first commit to production in under six weeks and to a live multi-district rollout in four months. Architected the full stack: browser-based teacher control plane, Express/Colyseus realtime backend, PostgreSQL, WebXR content runtime and an on-device Android agent.
- Engineered device orchestration for fleets of 25+ headsets per room over WebSocket: command acknowledgement, retry and expiration, message queueing, late-join recovery, operator control handoff and serial-number device auth, designed for networks we didn't control and operators who couldn't see the device.
- Built fleet observability: state in every heartbeat, lifecycle events, per-headset live status, fleet-wide command fan-out and a health dashboard. One page to see and command every headset in every school.
- Designed the operator experience from classroom testing: built and retired two in-headset teacher interfaces; the browser console that replaced them keeps the room in view and cut session start from double-digit clicks to one.
- Instrumented human input on the device: shipped a locked-down student browser exposing eye and hand tracking to web experiences, plus attempt-level performance logging with export for administrators.
- Wrote the on-device Android service that launches and hot-swaps native VR apps and web experiences (with different rendering engines) on Pico hardware, with teacher microphone broadcast and live screen mirroring into headsets.
- Migrated the entire installed base onto the new platform while standing up three new campuses, with no loss of service. Set up and taught an AI-assisted development workflow to the engineering owner, who now ships the product independently; the platform remains in production more than a year after first deploy.

Implementation & Support Manager ***Nov 2023–Jun 2025***

- Owned rollout and support for 200+ headsets across 20+ schools, including a 23-building district and a three-campus Nashville launch: on-site training in four states, a twice-weekly support clinic, and the escalation point when hardware failed.
- Ran the fleet on third-party software and took over development from a three-developer contract Unity team when that build was shut down, setting up the in-house rebuild.
- Delivered career-exploration VR for students, including EV and parts-manufacturing job training, and ran the first classroom sessions, among them a tour of the International Space Station with gravity experiments.
- Ran discovery, demos and evaluations with district leadership, IT teams and employers (Nestlé), plus a device-management evaluation with Meta.

Resultant — Product Owner / UI Designer · Indianapolis, IN Dec 2021–Oct 2023

- Challenge support for a $6M, five-phase first-responder technology challenge run with Indiana University's crisis technology lab: coordinated ~30 competing teams building indoor vertical-location tracking for firefighters, from kickoff through demo events and final evaluations.
- Product owner for Talent Resource Navigator, a workforce-training platform for the Indiana Chamber of Commerce; product owner and UI designer for AARP Experience Corps virtual literacy tutoring, running requirements sessions with schools nationally.

TECHNICAL

Real-time and backend: TypeScript/Node.js, Python, WebSockets, Express, Colyseus, PostgreSQL, Redis, REST
Devices and fleet ops: Android (Kotlin/Java), Pico fleet management (ArborXR MDM), observability, Railway, CI/CD
3D, XR and vision: Three.js, WebXR, Unity, MediaPipe hand tracking, React, Progressive Web Apps
AI tooling: Claude Code, Codex, Cursor, LLM content pipelines, Claude API
Field operations: on-site deployment, operator training, remote support, technical discovery, executive demos

EDUCATION

University of Cincinnati — B.S., Entrepreneurship; concentrations in innovation and economics Dec 2021