Christopher Poole

Senior Software Engineer

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🌐 [Portfolio](#)

in [LinkedIn](#)

Skills

- JavaScript
- CSS / SCSS
- React
- Bootstrap
- 8th Wall
- WebGL

- TypeScript
- HTML
- Vue
- Node.JS
- PlayCanvas
- Three.js

- C#
- Python

- C++
- Unity

- Git
- Unit Testing

- Agile
- Scrum

Awards

- **Gold Clio** for Disney's Avatar 2: Virtual Pandorian Ocean Creature Creator

- **Gold Clio** for the Super Bowl Pepsi Halftime Show Ultra Pass

References available upon request.

Summary

A skilled developer and communicator, I have extensive experience working in fast-paced agile environments building interactive web experiences for global brands like LEGO and Sony Pictures. My strong fundamentals and soft skills allow me to adapt to different engines and languages, such as when I led a Roblox project for the PGA Tour.

Experience

2019 - 2025

Senior Software Engineer - Trigger XR

During my time at Trigger XR, I developed over 20 diverse projects ranging from games to XR experiences, honing my adaptability and collaborating with internal stakeholders and external partners. Here are some of my favorites:

Venomize My Pet

Reimagined people's pets as Symbiotes from Sony Pictures' Venom.

- Led the creation of a backend that integrated a Generative AI API
- Created a UI that scaled seamlessly across desktop and mobile while incorporating several wacky design elements and CSS animations

Disney's Avatar 2: Virtual Pandorian Ocean Creature Creator

Allowed users to build their very own alien fish and release it into the ocean, with each fish adding to a total of over $1 million raised for The Nature Conservancy.

- Architected and developed a UI using Vue, CSS, HTML and JavaScript
- Pushed 3D graphics on the web to their absolute limit

Super Bowl Pepsi Halftime Show Ultra Pass

Transported millions of users to the stage of the Super Bowl Halftime Show.

- Pioneered scalable templates to quickly iterate on similar XR projects
- Engineered code responsible for 360 video playback as well as 3dof movement controls using the phone's gyroscope.

LEGO Mosaic Maker

Transform any picture into a personal LEGO set.

- Designed and implemented the algorithm for converting pictures using body detection MLMs, and image parsing
- Built a Node.JS server and REST API to handle requests from LEGO's website

2018 - 2019

Unity Contractor - Interdimensional Games Inc.

- Ported the mobile game *Whispers from the Rift* to Unity
- Programmed additional core features in C#

Education

2014 - 2018

Bachelor of Computer Science - Florida Polytechnic University

- Studied multiple languages with a focus on game development
- Graduated Magna Cum Laude