

PAUL VOWELL

LEAD UNITY DEVELOPER | C# & BACKEND DATA INTEGRATION

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paulvowell.com | [LinkedIn](#) | U.S. work authorized | Remote / hybrid

PROFESSIONAL SUMMARY

Lead Unity Developer with 10+ years of experience building interactive applications in C#, connecting real-time 3D experiences to backend services, synchronized data, AI systems, and physical hardware. Shipped six applications and led a 15-person cross-functional team. Hands-on expertise spans Unity gameplay architecture, REST APIs, Supabase, multiplayer networking, blockchain wallet integration, and in-game on-chain transactions. Delivered SceneZ for Apple Vision Pro and Meta Quest, an AI museum experience for Qatar's MCIT, and a BBC-featured spatial go-kart experience.

TECHNICAL SKILLS

Unity & C#: Object-oriented programming, gameplay systems, physics, collisions, UI, scene management, URP, HDRP, Shader Graph, game optimization, asset optimization

Backend & Data: REST API integration, Supabase, real-time state synchronization, blockchain / wallets, on-chain transactions, AI knowledge banks, JavaScript

Networking & AI: Normcore, Photon Fusion, Unity Netcode, OpenAI, Whisper, ElevenLabs

XR & Delivery: Meta Quest, Apple Vision Pro / visionOS, Magic Leap, OpenXR (Open XR), Meta SDK, OVRInput, AR Foundation, iOS, Android, PC, Git, Xcode, volumetric capture

PROFESSIONAL EXPERIENCE

Lead Unity Developer | 4D Fun Inc. / SceneZ

Hollywood, CA / Remote | 2020-2025

- Led Unity development from prototype to storefront release for six interactive applications, including SceneZ on Apple Vision Pro and SceneZ XR on Meta Quest 3.
- Built blockchain and wallet integrations for the SceneZ platform, enabling players to initiate on-chain transactions directly within the game experience.
- Architected multiplayer interactions with Normcore, synchronizing player activity and shared world state across connected clients; built reusable C# systems for interactions, collision events, physics, UI, and scene flow.
- Integrated OpenAI, Whisper, and ElevenLabs services for conversational characters, speech recognition, subtitles, and spoken responses inside Unity experiences.
- Designed and built a 4D Views volumetric capture stage and an end-to-end asset workflow, bringing lifelike captured performers into streamed VR/XR experiences.
- Led a 15-person team across Unity, backend, blockchain, frontend, and capture production to deliver connected platform features and immersive content.

[SceneZ - Apple Vision Pro](#) | [SceneZ XR - Meta Quest](#)

Lead Unity Developer | QTek Group | Qatar

- Developed the MIA digital experience with the Ministry of Communications and Information Technology (MCIT) for the Museum of Islamic Art, combining immersive environments with interactive AI historical figures.
- Connected curated memory and knowledge banks to AI character conversations, allowing visitors to ask historical figures questions about their lives and work within the Unity experience.

[MIA experience - project video](#)

Lead Unity Developer | 9003 Industries

- Worked with Magic Leap to develop a spatial go-kart experience, aligning digital gameplay with a physical track and real vehicle movement.
- Built the communication module connecting the kart and Unity game world: collisions with digital power-ups triggered speed boosts in the physical kart, linking gameplay events to vehicle behavior.

[BBC feature - spatial go-kart experience](#) | [Additional work sample](#)