

Chuks Okafor

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Technical Designer with a proven history of creating developer, enterprise, and consumer solutions across Gaming, XR, and Cloud Computing. Passionate about emerging technologies and solving complex technical problems in cross-functional teams.

WORK EXPERIENCE

Microsoft

07/2021 - Present

Technical Designer, Mixed Reality (Microsoft Mesh)

- Developed configurable magnifier functionality via optimized stereoscopic rendering in Unity for accessibility within both Mixed Reality Graphics Tools and the Mesh Browser, enhancing usability for users with low vision while integrating support for new accessibility features, improving overall accessibility by enhancing user experience with the addition of UI controls across multiple endpoints and quality-of-life settings that allows users to customize their magnification preferences
- Delivered Xbox integration requirements for Altspace (now Mesh) by partnering with the Havok team, resulting in the successful implementation of fallback fonts for localization and user profile photos, ensuring full compliance with Xbox's guidelines.
- Implemented an inverse masking system for Unity Image components in Mixed Reality Graphics Tools, reducing design iteration time by about a day per project across multiple design teams, enabling designers to create "invisible" outline effects efficiently
- Led educational outreach in multiple secondary schools and development communities, significantly increasing interest and understanding of mixed reality development and fostering the next generation of developers

Reliance Infosystems Limited

08/2019 - 07/2021

Solutions Architect

- Maintained and deployed Microsoft cloud solutions, ensuring the standard 99.9% uptime and reliability for all cloud-based services.
- Drove partner cloud adoption by conducting training and value realization sessions on Microsoft cloud solutions, educating multiple clients and fostering an increase in cloud adoption rates in Nigeria, Ghana and Botswana

Game Development, Multiplatform, Unity & Unreal (Freelance/Personal)

10/2017 - Present

Adair Interactive Arts (Personal) • Part-time

Infinite Fun Entertainment

- Developed an in-game AI navigation system in Unity and worked on an FSM-based behavior system in Unreal Engine 4

SKILLS

Technical: Unity3D/C#, Unreal Engine/C++, Mixed Reality (Meta Quest, HoloLens 2, Niantic), Technical Design, HLSL, Prototyping, JavaScript, CSS, HTML, Azure DevOps, Adobe Photoshop, Adobe XD, Figma

Cloud: MS Azure

Other: Presentation Skills, Customer Research, Product Strategy, Roadmaps, Product Specs, Team Building

EDUCATION

Bachelor of Science - BS in Computer Science

Madonna University Elele, Rivers State, Nigeria

01/2013 - 12/2017