

Peter Liang | Game & XR Developer

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Work Experience

VR Software Developer, Vantari VR

September 2019 – July 2025

- Developed over **12 medical VR experiences** on the Vantari platform for Meta Quest via PCVR, utilising Unreal Engine 4 & C++; Tasked as **development lead for 4 of the experiences**.
- Identified cost-saving avenues for a project, avoiding the need for external contractors. Also **reduced scope by over 50%, preventing delays in delivery** to the client.
- Collaborated with tech artists on streamlining features such as handpose creation, medical equipment interactions & debugging, material (shader) integrations.
- Streamlined the support & maintenance for over 27 experiences on the platform.
- Directly managed & **released 16 out of the 34 updates for the Vantari platform**, ensuring Quality Control standards & maintaining stability of the platform for every update.

XR Software Developer, PwC Australia (Virtual Studios)

June 2016 – August 2019

- Developed & **worked on over 15 different VR and AR projects** for various clients & purposes, using engines and frameworks like Unity, Unreal and A-Frame.
- Recovered a poorly-optimised finance game for an education client by conducting bug fixes and improving performance, **making the game run 3x faster from 20 FPS to 60 FPS**.
- Developed a networked 360 degree VR application for the CEO Sleep Out, to show CEOs immersive footage on the impact of homelessness and domestic violence.
- Explored & deployed on a variety of VR & AR platforms, including Google Cardboard, GearVR, Google Daydream, HTC Vive, Oculus CV1, and Microsoft HoloLens.
- Integrated libraries, SDKs & peripherals such as CMU Sphinx, ARCore, ARKit, and Leap Motion into various projects.
- Improved & optimised workflows, such as writing a batch file for installing APKs to multiple attached phones, or VR interactions template for deploying a project across different devices.

Education & Certification

TAFE Ultimo

Sydney, Australia

Programming Certificate IV

2013

Qantm SAE

Sydney, Australia

Bachelor of Interactive Entertainment

2011 – 2012

Major in Game Design

Skills

Engines & Tools: Unity, Unreal, Blender, Photoshop

Programming: C#, C++, Blueprints (Unreal), Python, JavaScript, PHP

Cloud & DBMS: GCP, Firebase, PlayFab, SQL

Freelance Work

Unity Mobile Game Developer

November 2018, Present

Adventure Labs Pty. Ltd. | Dr. Egg Adventures

- **Built the app in Unity within a 1 month period**, based on given wireframes and specifications.
- Integrated graphics & audio assets into the project, implemented UI elements via uGUI.
- Handled the publishing of the game onto the iOS and Android app stores, provided **ongoing updates & maintenance** for the app over the years.

Unity Web Game Optimisation

August 2025 – September 2025

Blasonato Enterprises Pty. Ltd. | Zappy

- Performed size optimisation on the app, reducing the build size **from 55 MB, to below 30 MB** to meet uncompressed upload requirements on the Legends of Learning web platform.
- Maintained size below the maximum limit, and enforced best practices amongst the team.

Unity Mobile App Developer

July 2023 – October 2023

Lovely Futures | Heartlog

- Developed the mobile app & UI in Unity, based on wireframes from the client.
- Designed database schema to capture & plan out the application data.
- Wrote back-end code to interface Unity with the server database using C# & PHP respectively, adopted MVC pattern in the unity project to easily identify & work on different domains.

Unity Kinect Game Developer

April 2022 – May 2022

Lovely Futures, Central Park | Central Park Wall Games

- Developed the core Kinect functionality in Unity, directly **produced 2 of the Kinect minigames** for the Sydney Central Park Wall **within a period of 2 weeks**.
- Collaborated with other developers to integrate & unify scoring across all minigames.
- Ensured that the app was optimised, and worked with the on-site target resolution.

Unity Shader Programmer

Red Ape | Dollarmites AR

August 2017 – September 2017

- Identified performance issues, and wrote shaders that **improved app performance from 20 FPS (frames per second) to 45+ FPS on a mobile device** running ARCore.
- Implemented shader effects, such as wireframe look & stencil-based reveal.
- Completed all goals & delivered the work within a 2 week deadline.

Unity VR Game Developer

September 2016 – November 2016

Mako Labs LLC | Super Pixel Smash

- Developed the VR game for the client, using Unity and targeting the HTC Vive headset.
- Iterated on the game physics & interactions with the client, revising gameplay from feedback.
- Delivered all work over a 2 month period, subsequently published on Steam by the client.

Referees

Available on request.