

Nathan MacAdam

Senior Software Developer

Let's connect!

hello@nathanmacadam.dev

I'm an interactive software engineer specializing in AR and VR, rapidly turning creative concepts into prototypes and refining them into high-performance, production-ready experiences. Over the past four years, I've shipped 15+ interactive experiences across mobile and mixed-reality platforms, quickly adapting to new hardware and challenges.

Work Experience

Senior Software Engineer, Trigger XR May 2025 - Current

Led development across multiple XR platforms, specializing in modular architecture, automation, and tooling

- Promoted for technical leadership and cross-team impact
- Oversaw project scoping, technical strategy, and client collaboration
- Built a Unity package server and automated deployment pipeline

Unity Software Engineer, Trigger XR Jul 2021 - May 2025

Contributed to core projects, R&D, and maintenance of company codebase

- Collaborated with designers and producers to deliver high-fidelity experiences
- Rapidly prototyped and deployed XR experiences on emerging platforms

Education

B.S. Computer Science, Florida Polytechnic University 2017 - 2021

GPA: 3.88 Focus: Game Development & Simulation

Projects

NASCAR AR Masterclass Dec 2024 - Oct 2025

NASCAR | Mobile

Ten bespoke AR lessons covering all aspects of NASCAR racing

- Oversaw parallel development efforts and handled start-to-finish implementation of several flagship lessons
- Created node-based visual state editor to streamline app flow implementation
- Managed live-ops, analytics, and remote content pipeline
- Collaborated with NASCAR app team to manage Unity module integration

Mercedes AMG-PETRONAS F1 Garage Tour Jun 2023 - Nov 2023

Qualcomm, Mercedes-AMG PETRONAS F1 Team | HMD

VIP headset experience deployed for Mercedes at Formula 1 races and popups

- Developed full 2023 experience start-to-finish and oversaw 2024 refresh development
- Significantly reduced iteration time with modular content architecture
- Implemented optimized lighting solutions to achieve high visual fidelity on VRX and Quest platforms

Dinotracker AR Feb 2022 - Sep 2022

Universal | Mobile

AR dinosaur tracking tie-in for *Jurassic World: Dominion*

- Implemented dynamic AR placement flow using semantic segmentation and meshing
- Integrated CMS and pipeline to generate UI in-app from hosted content

References available upon request

Core Technologies

C# .NET Unity GLSL
HLSL Blender

Tools & Workflow

Git Jira CI/CD
Unit Testing
Dependency Injection
Agile Scrum
Rapid Prototyping

Platforms & SDKs

Android iOS visionOS
Meta Quest Varjo XR
Unity Cloud Services
AR Foundation OpenXR
Niantic Lightship
Snapdragon Spaces

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