

DANTE CAMARENA

TECHNICAL DIRECTOR

- 👤 - he/they
- 📍 - Toronto, Canada
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Key Strengths:

- Software Architecture
- Leadership
- Administration
- Research
- Game Design

I speak:

- English - Native
- Spanish - Native
- French - Basic

Publications:

- **NeurIPS 2020**
Creativity Workshop
Agence
- **NeurIPS 2021**
Creativity Workshop
Malakai: AI Music
- **SIGGRAPH 2021**
Immersive Pavilion
(Missing Credit)
Agence
- **AIIDE 2023**
EXAG Workshop
Little Learning Machines
- **GDC 2024**
AI Summit
Little Learning Machines

Experienced in Machine Learning, Game Dev, VR/AR and Systems Design.
I enjoy empowering my teams to innovate and excel.

EXPERIENCE

Freelance

2024

C#, Unity, ASP.NET, HuggingFace, YarnSpinner, Entity Framework, Stripe

- Consulting: LLM-Driven Game, Skating Game, Event Software

Transitional Forms - Co-founder, CTO, Technical Director

2019 - 2024

C#, Unity, Tensorflow, Torch, Python, RL, PPO, Tacotron, LLMs

- Managed multiple teams in startup. Helped raise 3 years of runway. Prototyped cutting edge systems. Assisted in business administration.
- Agence: AI-driven interactive short film. Featured at Venice Film Festival
- Malakai: Modular AI Music Generator. Reminiscent of modular synths.
- Little Learning Machines: A cute game about training neural networks.
- Thealogue: System to organize 10000+ Assets for *Crash Course*
- RobotsMakeTV: LLM-Driven TV Network, extremely interactive

Secret Location - Senior Developer

2017 - 2018

C#, Unity, JS, Java, Android, Angular, gRPC, C++, DirectX, OpenVR, Oculus, Win32

- Worked on 1M+ user VR apps for NYT, Discovery, AMC and others.
- Vusr : VR UI and Input platform, Cryptographic DRM SDK for blockchain platform, VR Hardware deployment and monitoring software.

Fast Motion Studios - Research Engineer

2016

C#, C++, TCP/UDP, OptiTrack, Google Cardboard, Daydream, Mathematical Modeling.

- NSERC Project: Multiplayer, low-latency, warehouse-scale, VR platform.

MixItMedia - Lead Developer

2014 - 2015

Android, Java, C++, Location Services, AR, Bluetooth Beacons

- Ghost Catcher: Pokemon GO clone 2 years before Pokemon GO.

EDUCATION

Computer Science - Toronto Metropolitan University (Ryerson)

2012 - 2017

- Club leader: Game Maker's Union, Competitive Programming Club.
- Helped design courses: Algorithms, Compilers, VR, Intro to CS
- Thesis: Dynamic modeling of deformable soft-bodies in VR.

CONSULTING AND OTHER WORK

Pensiones Mexico: Interpreted legal text to create spreadsheet system.

Verizon AR: Helped create AR SDK to show immersive experiences.

St Micheal's: Helped researchers create app to help problem gamblers.

Open source : Various libraries, experiments and bugfixes

Administration: Arcade, Apartment Bldg., Transit System, Startups, Studios

Descriptions are vague for brevity, send me a message if you'd like to chat.