

Andy Muehlhausen

andymule@gmail.com - 469.540.3347 - andymule.com

My mission is to build meaningful human-to-human interactions that push the boundaries of technology.

present

Apple

AR Applications Prototyping Engineer

- Prototype novel interactions to determine hardware requirements
- Collaborate with all disciplines to ship great products

2022

Meta, Reality Labs Research

Senior Audio Experience Prototyper

- Realistic VR demo to experience assistive research device during COVID
- Define/run studies to determine requirements of novel assistive tech

2020

Tobii Eye Tracking

Eye-Tracked XR Interaction Designer

- Develop interactions for VR/AR in Unity
- Ship Unity SDK and related web site
- Boost headset adoption through innovative use-case demos

2018

Microsoft

Hardware Prototyper @ Incubation Labs

- Collaborate on emerging hardware interactions; deliver rapid demos
- Founded the "maker lab" to train team members on practical prototyping

2016

Audio Experience Prototyper, HoloLens

- Prototype emergent audio experiences for HoloLens & Windows
- Developed the first HoloLens Spatial Sound library, Spatial Sound plugins for Unity/Wwise, and a beamforming library.

2014

Qualcomm Institute @ UCSD

Research Assistant, Networked Graphic Protocol

Education

UC, San Diego (MFA), Theatre (Sound Design)

- Assembled and led teams to build large-scale interactive art experiences

2010

Purdue (BS), Computer Science

18 U.S. Patents