

Hannah Estes

Developer specializing in immersive narrative experiences and spatial computing applications. Proven track record delivering award-winning AR/VR projects from concept through mobile and standalone deployment.

Contact

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Programming

- C#
- Swift
- JavaScript, TypeScript
- HTML, CSS

Key Skills

- Spatial Computing & XR Development
- Immersive Storytelling
- Volumetric Video Integration
- Mobile Applications
- Cross-Platform Development
- AI Agent Systems
- Automated Testing
- Technical Communication

Expertise

- Unity XR
- ARKit & ARCore
- Meta XR
- VisionOS
- Mixed Reality Capture
- Volumetric Video Integration
- Media Optimization
- 3D Performance Optimization
- iOS Development (Swift/SwiftUI)
- App Store Distribution



Work History

Current — 2025	Mobile Developer EHMA Fintech	<ul style="list-style-type: none">- Research and develop AI agent systems for direct-to-consumer solar sales applications- Build AI-powered sales agent leveraging natural language processing and machine learning- Integrate advanced AI capabilities into mobile fintech applications for enhanced customer engagement- Currently in early development phase building next-generation AI sales platform
2025 — 2024	Lead Developer Harbinger Creative	<ul style="list-style-type: none">- Provide technical consultation and leadership for educational XR experiences and AI-powered learning platforms- Developed "Vizulingo" - Unity mobile application combining AI learning assistants with XR features for English language learning- Integrated ChatGPT API to provide real-time feedback for students completing job training- Currently in pilot phase with early users testing the educational platform
2024 — 2021	Lead Developer Baltu Technologies	<ul style="list-style-type: none">- Led development of Superdoc, Unity-based knowledge-sharing platform for iPad with multimedia sharing and capture (text, image, video, audio, 3D models)- Developed several VR applications for Meta Quest including aerospace facility simulation for Fortune 500 client- Created workforce exploration VR application for Maricopa Community Colleges in partnership with Intel and Boeing, allowing students to experience simulated job activities- Designed and implemented automated testing suite using AltUnityTester, Appium, and Cucumber- Established formalized testing process reducing need for manual testing across development team- Planned and led all scrum ceremonies, delegating tasks across internal teams and contractors, 7+ people at times.
2021 — 2015	iOS Developer & XR Research Intern State Farm	<p>Production Development (2020-2021):</p> <ul style="list-style-type: none">- Developed social iOS application integrating Alexa voice services, real-time communication, and wellness monitoring for senior care market- Implemented accessibility features and responsive design for iPad and iPhone- Conducted research related to gig economy driving and designed systems for better educating and studying gig drivers. <p>XR Research & Development (2015-2019):</p> <ul style="list-style-type: none">- Implemented core functional features for experimental VR training applications, including an in-game handheld camera and scoring system- Developed LIV integration pipeline for Unity applications enabling green screen compositing in OBS- Created mixed reality capture workflow allowing development team to easily record demonstrations of prototypes

Awards & Recognition

- 2025 Telly Award for Volumetric Capture Craft - 1906
- SXSW 2025 Official Selection - 1906
- SXSW 2025 Official Selection - The Choice (Chapters 2&3)
- Canadian Screen Award Nomination 2023 - The Choice (Chapter 1)
- SXSW 2022 Audience Award - The Choice (Chapter 1)
- 2022 Games for Change Best XR for Change Experience - The Choice (Chapter 1)

Projects

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| 2025 | 1906 Atlanta Race Massacre | Emblematic Group |
| — | - Completed development of '1906' AR documentary for iOS/Android for National Center for Civil and Human Rights | |
| 2024 | - Overhauled application architecture and developed key features including interactable maps and historical artifacts and accessibility considerations | |
| | - Integrated deepfake videos, mocap animations, Quill art with volumetric video recorded at Metastage | |
| | - Selected for premiere at SXSW 2025 | |
| 2025 | The Choice | Infinite Frame Media |
| — | - Developed VR documentary experience incorporating a novel volumetric video system and animated Quill illustrations | |
| 2020 | - Designed and implemented flexible event framework using Unity's visual scripting system | |
| | - Optimized video loading and playback system for high-quality volumetric videos on Quest 1 | |
| | - Created intuitive narrative flow management system for creative partners | |
| | - Chapter 1 available on Meta App Store | |

Education

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| 2019 | Bachelor of Science in Computer Science, Summa cum laude | Texas Tech University |
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| 2016 | Highest Ranking Graduate, 4.0/4.0 GPA | |

Patents

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| 2024 | Systems and Methods of Gig-Economy Fleet Mobilization | US-20240182600-A1 |
| | Hannah Estes et al. (State Farm) - Novel system for automatic detection and optimization of gig-economy fleet operations through advanced data processing algorithms | |