

Clark Urzo

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Education

2012 **BS in Physics**, *University of the Philippines, Diliman, Quezon City.*

Experience

Sep 2015 – **Co-founder / Chief Technology Officer**, *Veer Immersive Technologies*, UP-
Mar 2016 Ayala TechnoHub, Commonwealth Ave..

- Decided our primary tech stack for VR/AR (C#/Unity on SteamVR), which allowed us to develop large client solutions for companies such as Mead Johnson Nutrition Inc. and Universal Robina Corporation in a span of weeks
- Made HTC Vive-based activations for Calbee, Inc. which were demoed to 2000+ participants in 16 locations all over the country
- Developed Reality+, the first virtual pop-up arcade game in the Philippines which saw 10 000+ physical engagements in 8 different malls all over the country

Mar 2016 – **Co-founder / Chief Software Architect**, *Veer Immersive Technologies*, Green-
Dec 2018 view Comp., Col. Bonny Serrano Ave..

- Led architectural decisions in the development of Vectus, the first VR/AR airline crew training program to be mandated by an aviation regulatory board in Southeast Asia
- Designed OODBMS schemas to handle the complex data output of Philippine Airlines's 6600+ employees in 70+ different roles
- Pursued a company R&D project called House, a grid-based architectural VR builder whose rendering pipeline I optimized by using advances in computational geometry algorithms directly instead of relying on Unity's native rendering engine
- Built a stunt marketing social VR app, similar to Facebook's GearVR stunt in the 2016 F8 Developer Conference, for PLDT Inc. which was used during their historical merger announcement with Smart Communications Inc. with over 20 000+ people in attendance
- Led company participation in Startup School 2018 before it became open to everyone; was accepted in a pool of over 1500+ startups
- Additionally, pivoted internal Startup School meetings to weekly workshops covering various topics ranging from CI/CD to 3D model optimization

Projects

Lactum Food Pyramid VR, *C#, Unity, SteamVR.*

A virtual reality game where one assembles a food pyramid using interactable food items; was eventually spun into an internal hand interactions library

Reality+, —.

Virtual arcade game where players traverse physical platforms while wearing an HTC Vive headset; has automatic landmark-based calibration to prevent player injuries

Jack 'n Jill X Calbee Potato Chip VR, —.

A VR game where players throw potato chips at rotten zombie potatoes; contains a primitive skeleton-based throwing mechanism

House, *C#, .NET*.

A research project to create a virtual home builder using simplicial-complex representations to minimise triangle counts and implement better mesh transforms

Blackbelt, *Clojure/Script, Reagent, Re-frame, Reitit, Dascript*.

A platform where domain experts can teach novices using computer-checked exercises; implements a spaced repetition system with procedurally generated cards

Awards and Recognitions

TEDxUSC RE:Generation, *Dec 2015*.

A talk about the history and timeline of virtual reality in the near future
University of San Carlos

DevCon Philippines, *Oct 2016*.

A talk about the science of sensory experiences delivered to one of the biggest tech conferences in the country
DevConPH

Globe Hack for a Nation (1st runner-up), *July 2017*.

24-hour hackathon hosted by a major telecom company, with over P200 000 in prizes
Globe Labs

Pioneer (W18), *Aug 2018*.

Silicon Valley-based accelerator for ambitious projects led by former YC-partner Daniel Gross
Pioneer.app

Skills and Interests

Technologies	Unity3D (5/5), C#/.NET (4.5/5), Python (4/5), Javascript/Typescript (4/5), Haskell (3.5/5), Clojure (3/5)
Peripheral skills	Data analytics (4.5/5), Numerical analysis (4/5), Product roadmapping (4/5), UX design (3.5/5)
Soft skills	Writing documentation (5/5), Leading technical teams (4.5/5), Business analysis (4/5)
Hobbies	Learning (human) languages, Composing electroclassical music, Playing city simulation games, Recreating Asian cuisines