

# Blake Fox

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## SUMMARY

Multi-Disciplined Engineer with 15+ Years both as an Hardware and Full Stack Software Engineer and 10+ years as an Executive Manager / Technological Leader. Successfully lead small startups and larger corporate teams. Enjoys leading teams in creating hardware and software solutions with the goal to intelligently automate with AI. Specialized in Augmented Reality, Computer Vision, Artificial Intelligence, Generative AI, Generative Art, Video Games, and Immersive Web Tech.

**Programming Languages** C | C++ | C# | Python | PL / SQL | LUA | HTML | CSS | Javascript | TypeScript | PHP

**Technologies** DevOps | Unity / Unreal / WebGL | Mocap | OpenCV | Angular / React | .Net / NodeJS | VR / AR  
Mobile

**Strengths** SaaS | Team Management | Innovation Strategies | UI / UX | Cloud Services / APIs | AI / Generative Art

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## EXPERIENCE

### **IKIN Technologies, Austin TX - VP of Engineering**

JUNE 2022 - PRESENT ( Full-time Hybrid ) ( [www.ikininc.com](http://www.ikininc.com) ) : Dynamically Generated Entertainment Experiences ( VR / AR / MR )

**Summary** Hardware / Software Startup building immersive content via Computer Vision and Generative AI

- Managed 15+ internal employees and 4 contract teams for Application Development and Artistic Content Creation
- Led the Design / Production efforts for 5 Unity reality hyper casual game experiences within a 9 month timeline
- Incorporated DevOps CI/CD Pipelines for automated building, testing, review, and release of content applications
- Led an R&D effort to deliver SaaS Holographic Gamified Educational Material in a Wireless Web Environment
- Successfully Deployed a Generative AI Platform for generating On-Demand User-Centric Advertising Media
- Automated Artistic Content Creation utilizing Chat-GPT, OpenCV, FFmpeg, and Patented Generative AI / Art IP

### **Livestalk, Georgetown TX - Technical Director / Chief Technology Officer**

JULY 2018 – JANUARY 2024 ( Part-time Remote ) ( [www.livestalk.org](http://www.livestalk.org) ) : Ag-Tech

**Summary** Hardware / Software Startup utilizing Computer Vision to Automate Cattle Inventory and Preventive Care

- Architectural Design of a Software as a Service to audit and edit video media from Security Cameras and Drones
- Utilized OpenCV, Tensorflow, and Active Machine Learning to Identify, Evaluate and Report Livestock Inventory
- Ensured SOC2 Security Compliance for NIH standards and that all personal information was in encrypted forms
- Successfully raised enough Angel / Incubator Capital to build the crowd sourced 18-month technological roadmap

### **HIA Technologies, Pasadena CA - VP of Engineering / Product Director**

SEPTEMBER 2020 - JUNE 2022 ( Full-time Remote ) ( [www.hia.ai](http://www.hia.ai) ) : Health-Tech

**Summary** AWS SaaS Startup Embodying AI to augment medical knowledge into Digital Metahumans in Mixed Reality

- Successfully deployed a Software as a Service to create / display Metahumans for Automated Tele-Health!
- Reduced Friction by Migrating from Unity to a Cross Platform Web Technology with a focus on IOS / Android
- Delivered SOC2 and HIPPA Compliant Artificial Intelligence Models creation Based on individual Dr. Input
- Lead meetings to raise Angel / VC Funding as well as to onboard high-profile clients and partners on the platform

### **Faceware Technologies ( Acquired by Facebank Group ), Round Rock TX — Lead of Engineering**

JULY 2016 - SEPT 2020 ( Full-time ) ( [www.facewaretech.com](http://www.facewaretech.com) ) : Tooling / SDK / Automation for Game Development

**Summary** Hardware and Software Technology Startup automating Facial Animation creation for Games and Cinematics

- Head of Engineering, DevOps, and Quality Assurance for hardware, SaaS product, 2 applications, and Tech SDK
- Lead Content Creation Efforts for Interactive Kiosks for the NFL, L'Oriel, and Movie Theater Advertisements
- Utilized OpenCV, FFMPEG, and Tensorflow to evaluate Realtime video data to derive facial motion capture data

- Accelerated development and maintenance of 4 legacy C++ plugins via migration into a modern web framework
- Architected all DevOps Pipelines, CI/CD, Data Collection Efforts, and Business Development Lead Automation

## **IBM Watson / Watson Health, Austin TX — Engineer / Project Manager - Watson Immersive Technologies**

AUGUST 2014 - JULY 2016 ( Full-time ) ( [www.ibm.com/watson](http://www.ibm.com/watson) ) : Cloud Services ( SaaS / PaaS )

**Summary** Full Stack Software Engineer building Watson Enabled Interactive Experiences

- Built 3 Interactive experiences within Unity, Unreal, and WebGL / ThreeJS to showcase Watson Intelligence
- Architected a NodeJS / .Net REST and WebSocket Server Framework to deliver on demand Watson AI content
- Built AngularJS, React, and JQuery web components to Debug and Showcase Watson AI Training Datasets
- Expanded Watson AI Framework to add intelligence and control physical Aldebaran NAO Humanoid Robots
- Utilized OpenCV and Tensorflow to add “Real-Time “Vision” to the Robots for security / informational use cases
- Assisted in the Development of 360 degree interactive demo content for the deployed Immersion Rooms
- Led Tours of the Watson R&D Lab championing how IBM SaaS solution can enhance existing and new products

## **Gamecloud Studios, Murrieta CA — Software Engineer**

NOVEMBER 2013 - AUGUST 2014 ( Full-time ) ( [www.gamecloudstudios.com](http://www.gamecloudstudios.com) ) : Android / IOS Game Development

**Summary** Mobile Gameplay Engineer Focused on building Systems utilizing C++, .Net, and the Unity Game Engine

- Worked Directly with Production in building iterative and automated content pipelines for continuous development
- Key Engineer in releasing 6 mobile games for Facebook App Center, Android, IOS, and Web built with Unity
- Led the development efforts for a web-enabled Android application for SaaS controlled Parental Controls

## **Madcatz Interactive, San Diego CA — Lead Software Engineer**

NOVEMBER 2011 - NOVEMBER 2013 ( Full-time ) ( [www.madcatz.com](http://www.madcatz.com) ) : Hardware / Software Game Development

**Summary** Lead Software Engineer for a Combat Focused Flight Simulation Massive Multiplayer Online Experience

- Hired, Managed, and Directed all Software Engineering Efforts in regard to Madcatz Hardware and Games
- Worked with Hardware Manufacturing to ensure Software Components fully embraced custom hardware solutions
- Acquired a Realtime Server Streaming Technology and Adapted it for the MMO Combat Gameplay Use Case
- Led C++ / .Net Development efforts for custom User Interface components for Online Real Time Interactivity

## **Sony Online Entertainment ( Acquired by Daybreak LLC ), San Diego CA — Gameplay Engineering**

OCTOBER 2012 - MARCH 2013 ( Part-Time ) : Online Game Development

**Summary** C++ Gameplay and Systems Engineer for Enhancements to Everquest II's 9th Expansion

- Extended the C++ equipment feature to allow for the “Adornment” feature to add modifiers to existing assets
- Updated the TCP / UDP Socket data set to allow streaming of newly added game content to all users
- Built a automated pipeline to extract game data to a database for websites to reference newly added content

## **Geek Squad, Fresno CA — Lead Technical Support Agent**

JUNE 2009 - OCTOBER 2010 ( Full-time ) : Hardware / Software Technology Support

**Summary** On site IT Technician resolving hardware / software issues with all electrical and network enabled devices

## **Saint Agnes Medical Center, Fresno CA — Security Supervisor**

MARCH 2006 - DECEMBER 2009 ( Full-time ) : Healthcare Management

**Summary** Managed a Team of 8 Officers and maintained Security Hardware and Databases of HIPAA Sensitive Material

## **United States Navy, Lemoore CA — FA-18 Avionics Technician 3rd Class**

FEBRUARY 2001 - MARCH 2006 ( Full-time ) : Military Hardware Development and Support

**Summary** Maintenance of Sensitive Comm / Nav Hardware and Led the Quality Assurance Efforts for the entire division

## **EDUCATION**

**Art Institute, San Diego CA — Visual Game Programming and Design**

