

Nikolas Stires

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PROFESSIONAL EXPERIENCE

LabLight AR

Aug 2023 – Present

Project Manager | XR Developer

Remote

- Led a small team of six engineers to develop an augmented reality tool for lab technicians.
- Utilized Unity3D and XR design fundamentals to create a concise user interface for training.
- Used 3D guidance to teach lab techs proper pipetting technique reducing error by up to 80%.
- Leveraged machine learning for real time detection and segmentation of lab materials.
- Maintained and extended legacy code for multiple platforms (HoloLens2 and visionPro).
- Relevant Technologies/Skills: C#, Swift, Python (Pytorch/Tensorflow), Git, Agile, Jira

LabLight AR

June 2023 – Aug 2023

Software Engineer | XR Developer

Remote

- Led daily standup meetings and utilized scrum methodology to meet strict deadlines.
- Learned XR design and system architecture from industry leading senior developers.
- Spearheaded the port of legacy code for HoloLens2 to the new Apple visionPro.
- Relevant Technologies/Skills: C#, Swift, Git, Scrum, Trello

Fred Hutchinson Cancer Research Center

May 2021 – June 2023

Research Technician

Seattle, WA

- Collected and labeled training data for convolutional neural networks used in lab protocols.
- Carried out QA testing for deployed neural networks and recorded quantifiable results.
- Provisioned and built multiple work station computers for members of the lab.
- Created an ontology of lab equipment and materials using a graph database (Neo4j).
- Relevant Technologies/Skills: Database Design, IT skills

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Jan 2020 – May 2021

Restaurant Manager

Seattle, WA

- Updated the restaurants website to reflect changes in hours and menu prices during COVID.
- Encouraged restaurant owner to allow women to work positions traditionally worked by men.
- Interviewed and trained new employees for multiple positions at two restaurant locations.

PERSONAL PROJECTS

Global Climate Advocacy

An informational website created for a social science class project at Seattle University using React.js and React Styled Components.

Personal Portfolio Website

A website showcasing my personal projects and art created using React.js, the framer motion library for animation and continuous deployment with Github and Netlify.

EDUCATION

Seattle University - College of Science and Engineering

Aug 2018 – June 2022

Degree Received: Bachelor of Science in Computer Science

Relevant Coursework: Software Engineering and Project Management, Design and Analysis of Algorithms, SQL Databases, Mobile Software Development, Software Engineering and Project Development I, II, and III.