Anthony Mangione

Senior Game Developer, AR/VR, Unity & C# Specialist

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Professional Summary

I am a full-stack software engineer with 15+ years of experience, specializing in C# and Unity 3D. Proven track record delivering PC and mobile games, AR/VR enterprise applications, AI integrations, and interactive installations for hospitals, museums, and arcades. Experienced across the full development lifecycle, from concept and architecture to launch and production operations. I'm comfortable leading projects or collaborating within cross-disciplinary teams, and regularly working directly with stakeholders and customers. Strong communicator with experience managing communities from the thousands to millions. I currently have patents pending in the geospatial AR space, and have contributed to successful funding rounds and company exits.

Work Experience

VHornet, Fond du Lac, Wisconsin
Co-Founder, Lead Developer, Present

- Led architecture, development, and delivery of AR/VR, AI, mobile, and full-stack applications for commercial clients and internal products
- Led design, development, and vision for the latest VHornet PC title, "**Legitimate Space Corp Simulator"**, including publishing negotiations and investor relations
- Shipped multiple virtual reality titles for arcade networks as well as Steam platforms (Vive, Oculus)
- Built and managed a cross-disciplinary team of developers and artists; oversaw hiring, project scoping, and stakeholder communication
- Developed full-stack AI training and negotiation applications using .NET and OpenAI APIs, deployed both locally and on AWS
- Developed and delivered an AR museum exhibit for a nationally recognized artist, handling end-to-end production from concept to installation

Wormhole Integrated Technologies, San Francisco, California ***(REMOTE)***
Lead Developer, 8/22-11/24

- Led development of mobile and AR applications used by power utilities and fiber-optic construction crews for vegetation management and remote field tracking; owned architecture, core implementation, specs, and code reviews
- Designed and delivered AR solutions for highly variable outdoor environments, overcoming real-world challenges in alignment, tracking, and user workflows across diverse field conditions
- Built complete Blazor/MudBlazor "home office" web portals from the ground up,

enabling internal and external teams to coordinate deployments, review field data, and manage operations
- Served as primary technical liaison with enterprise clients and key stakeholders, delivering demos, gathering requirements, and presenting product capabilities
- Inventor of multiple patents pending such as **US-2025-0173678-A1** for innovations in AR real-world tracking and spatial alignment

Wormhole Labs, San Francisco, California *(REMOTE)*
Lead Developer, 5/21-8/22

- Remotely led small teams of engineers across Wormhole Labs in various disciplines
- Built and maintained the 'Wormhole Tours' real estate portal for agents and clients to connect and browse 360 degree panoramic photos of properties on the web
- Created a dynamic graphing system for Real Estate Agents to track property interest, completed viewership, repeat viewership, etc., as well as facilitate communication between agent and prospective client
- Worked directly with key stakeholders and investors to deliver demonstrations and fulfill client orders
- Designed a networking layer to be used within the mobile & web application, ensuring the multiple APIs and libraries are accessible easily and without interfering in the work of the front-end developers

BBVR Gym, Boise, Idaho
Lead Developer (iOS/Android), 3/20-5/21

- Led development of the iOS & Android Applications connecting users to Black Box's Virtual Reality gym experience, to manage characters, subscriptions, social media, gameplay, etc
- Worked within Amazon GameSparks using JavaScript to develop backend features, creating an API to be used within both the VR and mobile applications.
- Integrated several internal and external APIs to control user scheduling, subscriptions/payments, as well as sync to the virtual reality component of Black Box
- Frequently worked with key stakeholders & executives on project progress, cost-benefit and risk analysis

Stocket - TCI Acquisition - Boca Raton, Florida
Chief Architect, 5/2019-3/2020

- Selected to lead the technical recovery and reboot of the company from a dormant state.
- Owned all development and architecture within the application
- Managed day-to-day technical and operational responsibilities across the business during the turnaround period
- Updated Stocket from Unity 2018 to 2020, developing multiple conversion tools as needed to update deprecated third-party assets
- Played a key role in bringing the company from a ceased state to a successful acquisition in under 12 months

Black Box Realities- Nashville, Tennessee *(REMOTE)*

Senior Developer, 2/2019-2/2020

- Delivered large-scale interactive and game projects for KEFI arcade venues, working both remotely and on-site
- Created games and interactive scene components featured extensively in KEFI's arcades
- Designed and implemented full backend APIs supporting both testing and production environments using Python and MQTT
- Served as a direct client-facing developer, maintaining relationships and ensuring successful delivery with Black Box partners

SOCIAL VOUCHER - Boca Raton, Florida
Lead Developer, 6/2016-6/2018

- Led development of a mobile game, coordinating in-house and overseas developers.
- Established code standards and development guidelines across the organization
- Architected and implemented the majority of the application's core systems and codebase
- Supported organizational growth by conducting interviews, assisting with budgeting, and managing stakeholder expectations while delivering a high-quality product

RepZio, Juno Beach, Florida
Lead VR/AR Developer, Xamarin Developer

- Developed AR applications using Vuforia and ARKit, integrating with manufacturer supply chain systems
- Developed and maintained Xamarin Forms mobile applications, implementing barcode scanning and live/local SQL synchronization
- Built and supported ASP.NET RESTful APIs to serve multiple applications and manufacturer workflows

CCRT, Boca Raton, Florida
Founder & Developer

- Created multiple Live Wallpaper Experiences for Android
- Created PSI - A submarine building game for Android/iOS
- Worked to ensure client satisfaction and requirements for various contracts
- Assisted in creation of multiple large plugins on the Minecraft Platform
- Managed a tight-knit online community, including server and system administration
- Created the Minecraft Pocket Companion, a recipe handbook on Android
- Developed (and maintained) a community of over **2.5 million** active users

Core Skills

Unity 3D, C#, .NET, OpenAI APIs, Claude APIs, VR (Vive, Oculus), ARKit, ARCore, Vuforia, Gameplay Systems, Agile/Scrum, Performance Optimization, Blazor, Python, MQTT, REST APIs, Steam Publishing