

Newman Willis

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Experience

Mercor

Remote

Coding & System Design Expert (Contract)

Dec 2025 - Current

- Evaluated AI-generated coding responses for Open AI, Meta, and Nvidia to improve their correctness and clarity through RLHF pipelines
- Corrected flagged low-quality peer evaluations to uphold quality standards

Google

Mountain View, CA

Software Engineer III / UX Specialist (Contract)

Apr 2022 - Mar 2025

- Designed and programmed features for Unity-based UIs enabling users to control robots for AI data collection
- Developed Python client library enabling AI researchers to independently define and generate UI environments without requiring Unity knowledge
- Served as primary point of contact on the UI team for resolving bugs, collaborating directly with test engineers to quickly address issues and maintain build stability
- Implemented real-time bi-arm robot control using Meta Quest 2 VR hardware

Sturfee

Milpitas, CA

Unity Engineer

May 2017 - Mar 2022

- Primary developer of AR mobile demo apps using Unity with the Sturfee SDK, showcasing the company technology to investors and business partners to secure funding and revenue
- Integrated multiple 3rd party APIs and SDKs into demo apps including AWS, Mapbox, and Foursquare to create enhanced AR experiences
- Built gameplay and UI features for Vortex Ball, a competitive location-based AR game where players create and play in virtual arenas at real-world city locations

Fight or Flight Games

Remote

Lead Programmer

June 2016 - Jan 2017

- Programmed and shipped Breach, a 2D top-down spaceship shooter for web, Android, and iOS
- Prototyped a MOBA style game in Unity, managing two intern engineers

Engility

San Antonio, TX

Jr. Software Engineer (Contract)

Dec 2014 - Dec 2015

- C++ programmer for a research project under government secret security clearance
- Used gaming software and behavioral research to produce combat simulations with non-lethal weapons

Bursting Brains

Austin, TX

Software Engineer Intern

Summer 2013

- Developed a VR puzzle video game for the Oculus Rift in C# using Unity in a team of five
- Coded core puzzle mechanics, animations, and cinematic set-pieces
- Completed demo was debuted at the Rooster Teeth Gaming Convention in Austin, Texas

Education

The University of Texas at Austin

May 2014

B.S. Computer Science, B.A. Radio-Television-Film

Skills

Programming Languages: C#, Python, C++, JavaScript, HTML

Tools & Technologies: Unity, AR, VR, Mobile, Git, Claude Code, VS Code, Visual Studio, Photoshop

Projects

Rainbow Blues Cat

Oct 2015

- 2D mobile arcade game created for Android and iOS using Unity
- Sole developer responsible for programming, design, art, music, and ad integration

Dead Week

Fall 2013

- 2D adventure game created in a team of five University of Texas students using Unity
- Programmed enemy AI, player mechanics, and created levels and assets in Adobe Photoshop
- Presented the product to the Electronic Arts/BioWare Austin office
- Game is featured on the University of Texas Game Development and Design Program website