



Justin DuPont

 justindpnt@gmail.com  [linkedin.com/in/justindpnt](https://www.linkedin.com/in/justindpnt)  github.com/justindpnt

 Houston, TX (Open to relocation)  Portfolio: justindpnt.com

Work Experience



Gaming & AI Engineer

HP Inc. (Contract) (August 2024 – Present)

- Prototyped AI demos in Unity for hardware showcases, including LLM-powered NPCs running offline
- Monitored and triaged 2,000+ social media posts per month to identify user pain points, guide feature development, and coordinate software and hardware fixes with rapid turnaround times
- Produced a monthly livestream tech showcase, reaching 1.7M+ followers and highlighting new products
- Scouted and partnered with 6+ external vendors to build and integrate AI experiences into HP's ecosystem



Unity Game Developer

Independent Game Development (October 2021 – August 2024)

- Independently designed, developed, and shipped 3 original games, with releases on iOS and Meta Quest 3
- Produced gameplay and interaction demos and devlogs reaching 500,000+ views across YouTube and TikTok



Break Room • Unity (C#) • Meta Quest 3 • [Meta Quest store](#) • [Demo](#)

- VR physics sandbox featuring realistic object destruction and spatial interactions



Familiars: AR Animal Companions • Unity (C#) • iOS & Apple Watch • [iOS app store](#) • [Demo](#)

- Tamagotchi-like game projecting animated pets onto an Apple Watch face, with collectible AR animal cards



Augmented Reality Pokémon Card Battles (Tech Demo) • Unity (C#) • [Social Media](#) • [Demo](#)

- Fan-made card game featuring 9 animated models, real-time lighting, and interactive battle mechanics



Program Manager

Microsoft (September 2019 – May 2021)

- Led Azure's payment method product area end-to-end: planning, scoping, tracking, and launching 3+ cloud features per month in collaboration with business, UX, legal, support, and engineering teams
- Designed and validated Azure features through user research and A/B testing, shipping to millions of users
- Shipped Azure payment features that eliminated 1,500+ monthly support cases, saving \$1.6M and 28,800 support hours per month



Program Manager Intern

Microsoft (June 2018 – August 2018)

- Collaborated on Azure's promo code and cloud plan modernization, coordinating cross-functional teams to develop a system supporting millions of dollars in customer savings and 50+ cloud subscription plans

Additional Projects & Publications



Ran Social Media Channels • Produced game dev content on [Youtube](#) and [Tiktok](#), accumulated 500,000+ views



Authored Tech Strategy Commentary • Published on [Augmented Reality Insider](#)



Developed 10+ games and interactive experiences • Unity (C#) • Demos available on [itch.io](#), incl. game jams



1st Place 2019 UT Engineering Capstone Award • 3D Printed Augmented Reality Headsets • Unity (C#) • [Demo](#)

- Developed a Unity game demo for two custom designed and 3D printed augmented reality headsets

Education



Electrical and Computer Engineering • Bachelor of Science • University of Texas at Austin • May 2019

- Honors: UT Honors Scholar, Eta Kappa Nu (ECE Honor Society)
- Minor: Trumpet - Jazz Soloist, Orchestra Principal, Longhorn Band Trumpet Section Leader

Skills

Languages & Tools: C#, Python, Git/Version Control, Visual Studio, Blender, DaVinci Resolve

Game Dev: Unity (6 years), ARKit, ARFoundation, Oculus/Quest SDKs, Shader Graph, 3D modeling, 3D texturing

Production & Product: Agile, Scrum, Waterfall, OKRs, KPIs, feature and roadmap ownership, stakeholder management, technical storytelling, product marketing, [experienced presenter](#)