

# Zeke Lasater

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## AI SYSTEMS ENGINEER | XR, WEARABLE, AND AGENTIC PIPELINES

Prototyper and systems builder with 15+ years experience across UI, VR/AR, and wearable technologies. Recently focused on AI-driven development — designing autonomous multi-agent pipelines that take a product vision as input and deliver tested, working software as output. Equally comfortable at the hardware/software boundary of emerging devices and in the architecture of AI-assisted engineering workflows.

## AREAS OF EXPERTISE

Agentic AI Systems | Multi-Agent Orchestration | LLM Pipeline Engineering | Prompt Engineering | AI-Enabled UX Prototyping | XR Prototyping | VR/AR/MR | Spatial Computing | Wearables UX | Unity | C# | Node.js | Javascript | Interactive Systems | UI/UX Prototyping | Data-Driven UI Systems | Figma | Blender | Photoshop | HTML/CSS

## EXPERIENCE

**Meta, Wearables, Seattle, WA**

**October 2024 - March 2026**

### Product Design Prototyper

Designed and delivered functional prototypes spanning hardware, software, and AI-assisted workflows, enabling rapid concept validation across industrial design and engineering teams.

- Developed an AI-powered wearable prototype using Unity, Android, and LLM technologies to evaluate multimodal voice and visual interactions, enabling user studies across 24 participants that validated product assumptions, identified usability challenges, and informed product direction
- Built reusable Unity packages and UI Toolkit-based design system components adopted by 10+ team members, enabling rapid prototype creation with consistent UX across multiple projects and teams

**Amazon (Contract), Device and Design Group, Seattle, WA**

**October 2023 - June 2024**

### Product Design Prototyper

Built immersive VR prototypes to simulate Amazon device experiences within real home environments. Partnered with design leadership to define scope and rapidly translate concepts into interactive prototypes, enabling early validation of spatial, ergonomic, and user experience decisions.

- Developed a Unity-based demo launcher application for live events and exhibitions, enabling attendees to seamlessly browse, launch, and switch between immersive experiences while simplifying demo management for event teams
- Developed an immersive VR simulation of a fully furnished home environment where users could configure and interact with Amazon device ecosystems, visualizing real-time data flows between devices — such as a doorbell notification traveling to a phone or Fire TV — to evaluate product configurations and spatial UX decisions prior to physical prototyping

**Tempo, AVY Entertainment, Remote**

**December 2022 - May 2023**

### UI/UX Engineer

Built and maintained reusable UI/UX framework components in Unity to accelerate prototype creation and reduce downstream production risk. Prototyped gameplay and combat UI features across screen-space and spatial contexts, validating player feedback and readability concepts that shipped in the final product.

- Built a mock data library that mirrored production model schemas, enabling UI prototyping and validation to proceed independently of backend implementation timelines

**Red Lens Games, Remote**

**April 2020 - November 2022**

### Unity Developer

Unity Developer at Red Lens Games focused on VR interaction and gameplay systems for Arashi: Castles of Sin. Built core onboarding, settings, and in-world UI systems to support rapid iteration and validate player experience prior to production.

- Designed and implemented a modular VR settings system in Unity, enabling players to configure game options through an intuitive in-world interface while supporting usability testing and rapid iteration during development
- Developed a VR tutorial system for Arashi: Castles of Sin, guiding players through core mechanics and interactions via contextual, in-world onboarding flows that improved usability and player learning during development

**Freelance, Remote**

**August 2018 - April 2020**

### **Unity Developer**

Delivered AR/VR prototypes and interactive experiences for enterprise clients using Unity.

- S&P Global – Insights in Augmented Reality: Built a mobile AR application using ARFoundation, enabling users to place and interact with an animated diorama that showcased capabilities through guided, interactive storytelling at trade shows
- Undisclosed Client – Living Art Display: Developed a HoloLens experience using Vuforia, creating an interactive installation anchored to physical artwork with spatial effects, audio, and environmental animation

**POP, Seattle, WA**

**December 2011 - August 2018**

### **Senior Interactive Developer, December 2015 - August 2018**

Led development of high-end interactive digital products for Fortune 100 clients across web, mobile, and emerging platforms. Acted as technical lead on cross-functional teams, driving implementation strategy and delivering production-ready interactive experiences aligned with design vision and technical constraints.

- Built core interactive systems for Camp Pokémon, including tutorial flows and mini-game experiences, delivering a highly polished consumer app experience for a global audience under a major entertainment IP
- Contributed to early iterations of a VR NBA on TNT experience, an immersive companion application for NBA broadcasts, implementing frontend systems powered by real-time sports data APIs for live game tracking, stats, and interactive content

### **Web Developer/Universal Windows Platform Developer, December 2011 - December 2014**

Developed web applications and Universal Windows Platform (UWP) apps for major clients including Microsoft, T-Mobile, Nintendo, ESPN, and PGA Tour. Collaborated within agile teams to deliver scalable, user-focused digital experiences.

- Built front-end features and UI systems for ESPN and PGA Tour applications on Windows/UWP platforms, enabling sports-focused consumer experiences including content browsing, schedules, and interactive interfaces

## **EDUCATION**

**Bachelor's Degree (Software Engineering)**  
Central Washington University, Ellensburg, WA