

Christopher Matthews

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SUMMARY

Senior Software Engineer with 8+ years of experience building and leading the development of enterprise software, immersive XR platforms, and collaboration tooling. Proven track record of 100% on-time delivery across client engagements at a Fortune 500 technology company, leading cross-functional teams of up to 9, and translating ambiguous requirements into scalable technical solutions. Experienced across solution architecture, hands-on development, R&D, and roadmap planning — and not afraid to take on unfamiliar technical challenges when the work demands it.

SKILLS

Languages & Frameworks: C#, PowerShell, Power Apps, Power Automate

Platforms & Tools: Unity, HoloLens 2, Meta Quest, Microsoft Mesh, M365, Appspace, Cyviz

Engineering Practices: Solution Architecture, Git Workflows, Code Review, Agile / Scrum, PLM Documentation

Leadership: Team Leadership (2–9 engineers/designers), Project Management, Client Collaboration

AI Tooling: Claude, GitHub Copilot, ChatGPT

EXPERIENCE

Senior Engineer — Intelligent Collaboration Offering

Oct 2024 – March 2026

DXC Technology · New Orleans, LA

- Developed and maintained PowerShell tooling for the M365 capability, streamlining internal workflows and reducing manual overhead for the team.
- Built a net-new MTR device monitoring platform from scratch using Power Apps and Power Automate, providing centralized visibility into Smart Working Spaces hardware deployments.
- Integrated third-party platforms (Appspace, Cyviz Easy Monitoring) into DXC's Immersive Collaboration offering, expanding the capability's technical footprint.
- Taking increasing ownership of capability roadmaps, partnering with leadership to define scope, priorities, and delivery milestones.
- Maintained PLM documentation across capabilities, ensuring traceability and compliance with delivery standards.

Senior XR Offering Engineer

Nov 2022 – Oct 2024

DXC Technology · New Orleans, LA

XR offering sunset Oct 2024; transitioned internally to Immersive Collaboration.

- Shifted from client delivery to internal R&D, owning the research and integration of third-party tools into DXC's XR offering portfolio.
- Operated as a solo developer, building proofs of concept to validate new technologies and expand offering capabilities.
- Collaborated with Microsoft and Meta through early access and private preview programs to evaluate and productize pre-release enterprise XR tooling, including Microsoft Mesh, Microsoft Guides, and Microsoft Remote Assist.

Extended Reality Capability Lead

Feb 2019 – Nov 2022

DXC Technology · New Orleans, LA

- Established and led DXC's New Orleans XR capability, serving as local Lead Developer, Solutions Architect, and SME for pre-sales across all client engagements.

- Led cross-functional delivery teams of up to 9 engineers and designers across multiple concurrent client projects, maintaining 100% on-time delivery.
- Directed solution architecture for all engagements, producing high-level technical plans and aligning execution with stakeholder vision and milestones.
- Conducted pre-sales discovery and technical scoping, translating client challenges into viable XR solutions and winning new engagements.

Lead Developer / Solution Architect / Project Manager

May 2022 – Present

Bioflight VR · Shreveport, LA · (Contract, Part-Time)

- Shipped CareXR Mobile to the Apple App Store (iPhone, iPad) — an interactive patient education platform developed in partnership with leading US hospitals and reviewed by national medical safety committees.
- Shipped CareXR on Meta Quest, currently deployed in active clinical use at a US hospital for patient care studies.
- Led a team of 4+ developers from concept through App Store approval, owning architecture, development standards, and the full release process end-to-end.
- Introduced Scrum methodology, Git workflows, and code review processes — improving team velocity and code quality from an early-stage baseline.

Unity Developer

May 2021 – Sep 2022

Top Right Corner · New Orleans, LA · (Contract, Part Time)

- Built immersive educational platform prototypes for AR and VR devices.

Unity Developer

Oct 2017 – Oct 2018

Ingalls Information Security · Bossier City, LA

- Developed cybersecurity training tools for AR/VR platforms using Unity and C#, including UI design and user interaction implementation.

EDUCATION

Interactive Software Development

2017

Digital Media Institutes at Intertech

Computational Mathematics

2013-2016

Centenary College of Louisiana