

I help people use technology to connect to themselves and their communities with authenticity, honesty, and vulnerability.

Zach Fox Photography • Founder

2006 - Present

- Pioneered Multidimensional Memories, a unique medium for the capture and display of 3DVR photos and spatial audio.
- Using React, Gatsby, TailwindCSS, and Express, built zachfox.photography and the human-focused stories within.
- Gigapixel images, travel photography, portraits, weddings, architecture, SCUBA, timelapse, video, lessons, and beyond.

Mozilla, Fully Remote • Senior Technical Writer (Contract)

2023

- Wrote content for [MDN Web Docs](https://developer.mozilla.org/) and managed components of the open-source MDN community.
- Developed technical documentation and tools for Mozilla Hubs, including [a WebRTC tester](#) and [an architecture primer](#).

Croquet Corporation, Fully Remote • Engineering Product Manager & Developer Relations

2022 - 2023

- Launched [Metaverse Web Showcase](#) for quickly embedding 3D multiplayer VR environments within existing websites.
- Led relationships with international customers and helped implement Croquet metaverse tech and AI into their products.
- Amplified underrepresented voices, improved morale, and meaningfully facilitated internal and external communication.

High Fidelity, Inc., Fully Remote • Multiple Roles

2016 - 2021

As a **Lead Applications Developer**, architecting brand-new codebases:

2021

- Built and deployed complex applications which made use of the Spatial Audio API using WebJS, NodeJS, and Swift.
- Developed and maintained a Slack integration and Discord bot which quickly launched users into various HiFi apps.

As a **Technical Team Lead**, leading up to 4 engineers:

2018 - 2021

- Architected, programmed, documented, made sample apps for, and deployed the Spatial Audio API client libraries.
- Architected and implemented a client for an infinitely-scalable, audio-first virtual world, focusing on accessibility.
- Created content within a fully-custom VR metaverse, like a festival and a high-concurrency Bingo game.

As a **Software Engineer**, contributing to the "High Fidelity" VR metaverse app:

2016 - 2018

- Developed an early NFT marketplace built on top of the EOS blockchain, a Text-to-Speech app, a "Spectator Camera" for streaming in-game activities, a throwable 360° camera, a "People Action List" for handling safe interactions between users, a GIF capture feature, and more.

A Friendly Fox and I Am a Good Bing • Creator - Technology & Lifestyle

2012 - Present

- afriendlyfox.com is a technology, tutorials, and lifestyle blog with hundreds of visitors per month.
- iamagoodbing.ai is an [open-source](#) news site dedicated to serious and silly stories about modern AI.
- Create, host, and support custom, open-source websites for folks in my community.

Basis, an Intel Company, San Francisco, CA • Firmware Engineer

2014 - 2016

Avid Technology, Burlington, MA • Engineering Shared Services

2013

Qualcomm New England, Boxborough, MA • Adreno GPU Driver Team

2012

Wistia • Virtual Reality Experience Consultant

2015

Northeastern University • Capstone Project: *Project: Immersion*

2015

- Using off-the-shelf parts, built a low-cost, wide-angle, 3D camera system for capturing virtual reality video.

Education, Interests, and Volunteering

Northeastern University, Boston MA • BS in Electrical and Computer Engineering, Magna cum Laude

Software: JavaScript, C, C++, Swift, Obj C++, HTML, CSS, MySQL, Git, Adobe CC, DaVinci Resolve, Discord

Personal: NAMI NYC Mentor, Dad Class volunteer, photography, VR, gaming, mountain biking, audio, hiking, psychology

