

Justin Barnett

Principal AI Engineer | Full-Stack Software Engineer | Unity / XR Developer

barnett.justin.p@gmail.com
github.com/justinpbarnett
linkedin.com/in/justin-p-barnett
youtube.com/JustinPBarnett

SUMMARY

Principal AI engineer and senior full-stack developer building AI-assisted development systems, Unity/XR products, workflow automation, and production web/mobile software. Experienced founder, technical lead, educator, and rapid prototype builder across games, ministry technology, startups, and developer tooling. Known for turning ambiguous ideas into shipped prototypes, production systems, and practical training for engineering teams.

EXPERIENCE

Enver Studio

Principal AI Engineer

Mar 2026 - Present | Remote

- Lead studio-wide AI adoption, AI-assisted development workflows, and developer training.
- Build reusable coding-agent practices, evaluation loops, and team playbooks for faster production.
- Recruit AI-forward Unity developers and build rapid solo game prototypes to prove production methods.

Passion City Church

Senior Software Engineer

Jul 2025 - Present | Atlanta, GA

- Build full-stack web and mobile applications for ministry operations, community connection, and internal workflows.
- Automate cross-team processes and replace spreadsheet-heavy work with durable internal tools.
- Work across Vue, Laravel, Kotlin, C#, Kubernetes, APIs, and production support.

thinAiR

Senior Software Engineer

Oct 2023 - Jun 2025 | Remote

- Led XR teams and full project lifecycles for VR/AR software using Unity and C#.
- Owned architecture, implementation planning, client communication, and delivery for interactive experiences.

Foundry

CTO & Co-Founder

Aug 2022 - Jan 2024 | Remote

- Founded a VR startup, led technical direction, and raised \$250K+.
- Built product prototypes, investor demos, and technical roadmaps for early-stage VR concepts.

Improving

Software Engineer

May 2019 - Jan 2023 | Alpharetta, GA

- Delivered e-commerce, government, and portal projects with ASP.NET, Angular, SQL, and C#.
- Worked in client-facing consulting teams to ship maintainable APIs, front ends, and integrations.

Smith Douglas Homes

Assistant Superintendent

Nov 2016 - Dec 2018 | Woodstock, GA

- Managed 20+ home builds, schedules, subcontractor coordination, and quality control.
- Developed operating discipline in sequencing, communication, documentation, and field problem solving.

SELECTED PROJECTS

VR Creator Club

Built VR education community with 1,600+ members, 70+ hours of curriculum, and 220+ lessons.

YouTube Education

Created Unity and VR tutorials with 3M+ views teaching practical development.

nwsltr ai

Built AI newsletter tooling with style capture and a visual editor.

Personal AI Tooling

Built local knowledge systems, coding agents, automation, and context-aware daily workflow tools for research, planning, and code generation.

VR Projects

Created Unity VR experiments including County Fair, Twisted Barrel, and a sailing physics prototype.

Developer Content

Translate complex Unity, XR, and AI workflows into tutorials, examples, and repeatable implementation patterns.

SKILLS

- AI engineering, coding agents, workflow automation, context engineering
- Unity, C#, VR/AR/XR, game prototyping, technical leadership
- Vue, Next.js, Laravel, ASP.NET, Angular, Kotlin, SQL, Supabase
- Kubernetes, Docker, CI/CD, developer tooling, automation, production support
- Technical writing, developer education, hiring, mentoring, client communication

SPEAKING & EDUCATION

Panelist at Web3 ATL (2023) and AWE (2023). Teach VR, Unity, and software development through YouTube tutorials with 3M+ views. BS Software Engineering, Kennesaw State University (2020).