

Andy Muehlhausen

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My mission is to build meaningful human-to-human interactions that push the boundaries of technology. I design, lead, and implement immersive interactive experiences involving combinations of computers and physical interaction.

#### Apple

AR Applications Prototyping Engineer, 2022 - present

#### Meta, Reality Labs Research

Senior Audio Experience Prototyper, 2020 - 2022

#### Tobii Eye Tracking

Eye-Tracked XR Interaction Designer, 2018 - 2020

#### Microsoft

Hardware Prototyper @ Incubation Labs, 2016 - 2018

Audio Experience Prototyper @ HoloLens, 2014 - 2016

#### Qualcomm Institute

Research Assistant, 2012 - 2014

#### Education

UC, San Diego (MFA), Theatre (Sound Design)

Purdue (BS), Computer Science

#### 12 U.S. Patents