

Armand Sumo

Design & Product Engineer | Human Interfaces for Wearables, 3D, and the Web

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SUMMARY

Design engineer with 3 years of experience in real-time 3D, AR, and web interfaces, shipping apps for Snap Spectacles.

SKILLS

Design: Interaction design, motion, prototyping in code, design systems, data visualization

Frontend: TypeScript, React, Vue.js, HTML/CSS, accessibility, performance

Graphics: Three.js, WebGL, GLSL shaders, real-time 3D

AI & Backend: Agentic AI pipelines, tool use, MCP, Node.js, Python, Supabase, Modal, Cloudflare Workers

Tools: Claude Code, Cursor, Figma, Blender, Lens Studio

SELECTED PROJECTS

Opals | [Article](#)

- Designed and shipped an educational AR app for Snap Spectacles, with a learning path I wrote
- Built an agentic AI pipeline from backend to frontend (Supabase, Snap Cloud, Modal): the AI sees the scene from the user's perspective and manipulates it on their behalf
- Implemented AI guardrails against misleading content and addictive interaction
- Developed a view-dependent proxy to render a realistic gemstone within wearable GPU limits, trading shader compute for texture memory
- Built an AR layout system that accounts for viewer comfort, legibility, and hand interaction

SO-101 Toolbox | [GitHub](#)

- Designed and shipped a Spectacles app that puts a robot arm's servo data, circuit boards, and CAD in a spatial context
- Built guided assembly, component inspection, and control of a virtual or physical arm
- Created the visual and motion language from scratch: one motion grammar (calibrate, route, resolve) governs transitions, loading, selection, progress, and feedback

iPhone Duo Transition | [Article](#) | [GitHub](#)

- Rebuilt the iPhone Duo fold transition in Three.js: stenciled screens and a tracing-paper blur
- Used a principled approach to explain how design choices impact user comfort

WRITING

[Why the iPhone Duo Folding Transition Feels Good](#) Sep 2026

[Opals as Photonic Crystals](#) May 2026

[Vector Fields in Augmented Reality](#) Jan 2026

[Visualizing Color Spaces in Augmented Reality with Spectacles](#) Dec 2025

[Eyedropper for Spectacles AR Glasses](#) Dec 2025

PROFESSIONAL EXPERIENCE

Curvilinear | Design Engineer

October 2025 - Present | Lyon, France

- Designed and built Opals, SO-101 Toolbox, and interactive articles, from concept to release

IMAIOS | Front-End Developer (2D & 3D)

March 2025 - September 2025 | Montpellier, France

- Added a 3D anatomy viewer and DICOM annotation tools to the e-Anatomy platform (Vue 3, TypeScript)

Wanadev | 3D Front-End Developer

February 2024 - August 2024 | Lyon, France

- Built 2D and 3D furniture configurators (Three.js, Vue.js) and a drawing interface for CNC milling (Paper.js)

Digital Product School by UnternehmerTUM | Front-End Developer Intern

January 2023 - June 2023 | Munich, Germany

- Worked on a task-planning web app for SAP production engineers; developed a location-based React and React Native app

ArcelorMittal Digital Lab | AR/VR Developer Intern

January 2022 - June 2022 | Metz, France

- Developed a HoloLens 2 live-video app for industrial operators (Unity)

EDUCATION

IMT Nord Europe | Engineering Degree (Grande École)

Equivalent to a Master's in Computer Science | Graduated May 2023

Lycée Franklin Roosevelt | Classes Préparatoires

Mathematics & Physics | Completed May 2019

Languages: French (native), English (fluent), Italian (fluent), Spanish (fluent)