Augmented Reality on Android: DevX
These two tutorials acted as the base for my project, providing a simple interface that shows the camera and sets everything up for the GPS, compass, accelerometer, etc.
http://www.devx.com/wireless/Article/42482
http://www.devx.com/wireless/Article/43005

Fixing Camera Orientation
I had a problem with the camera orientation being upside down or sideways, even when the screen was rotated. Some of the code here helped me fix that problem.

Android's Developers Site
This is the location for all the documentation for the Android Java code as well as a lot of other information, tools and resources for developers. I used this a lot for understanding how unfamiliar classes and libraries worked and what methods and other tools were available to me within those classes.

Bart Stander
Bart wrote the code that is used for handling 2d and 3d points and vectors and doing much of the calculations for the direction vectors and determining where a point should be drawn relative to the user’s current position and direction of view. Bart also helped me figure out how to convert the yaw, pitch and roll of the camera into the forward, up and lookAt vectors needed to begin projecting points onto the screen.

Jim Boyd
Jim helped me get started and understand what was expected in this project. He has already done an AR Viewer for iOS so he has run into some of the same problems as I have. I believe Jim took the C++ code that Bart wrote and ported it to Java.