

Jaime Hernández Vázquez

AR/VR Developer

Working Experience

AR/VR Developer

Jitzu

Sep/21 - Jan/22

Lead developer of AR and VR applications using Unity. Creator of SparkAR Studio effects.

Unity, SparkAR, Oculus Integration, ARFoundation.

Junior Front-end Developer

Edvolution

Apr/21 - Aug/21

Maintenance, feature implementation and testing of front-end side of in-house applications. Support to other teams with script automation of Google Workspace products.

Angular 10+, Google Apps Script, JavaScript, Tailwind CSS

AR Developer

Innovación Digital Carso

Jun/18 - Oct/19

- Leded Unity development of RA Infinitum and Claro RA (AR apps):
 - Increased rating in stores by improving user experience and quality overall.
 - Enhanced content quality and speeded up creation processes by 4.
 - Refactored and optimized application components.
 - Replaced Vuforia by MAXST SDK for cloud target recognition.
- Released around a dozen Facebook camera effects.

Unity, C#, Spark AR, JS, ARKit, MAXST AR SDK, Github

Software Developer

Alucina Studio

Aug/16 - Apr/18

- Developed client side of gamified app in Unity.
- Programmed 3D components of MomentoMX.
- Developed Gear VR application with 3D content and 360 videos.
- Front-end of several websites (mainly using Pixi.js).

Unreal Engine, Unity, C#, GearVR, HTML/CSS/JS, three.js, Node.js, Electron

Software Developer

Intus. Comunicación Inteligente

Nov/15 - May/16

- Developed several interactive applications in Unity using non-conventional peripherals as cameras, large touch screens, photo printers, projectors and Kinect.
- Programmed custom hardware.

Unity, C#, Python, TouchDesigner, Unreal Engine, Arduino, Raspberry Pi, HTML5/JS, three.js

Junior Unity Developer

Inmersys

Jan/13 - Jun/14

- Developed real-time architectural visualization of real estate and museums.
- Programmed several AR prototypes and demos.
- Improved graphics quality and user experience in several applications.
- Implemented better and realistic materials and illumination in Unity scenes, including programming custom shaders.

Unity, UnityScript, C#, Vuforia, ShaderLab, GLSL, Oculus SDK

Education

Computer Engineering

Universidad Nacional Autónoma de México. Mexico City

2009 - 2014

Emphasis in Computer Graphics and Natural Language Processing

Certifications

Unity Certified Developer

Unity Technologies

From July 2018 to July 2020

https://www.youracclaim.com/badges/8d46be4d-d659-4a3a-b340-67f724e3feaf/public_url

Skills

- Unity
- Python/Django
- 3D Modeling - Blender
- Win/Mac/Linux user
- Custom Hardware
- Android/iOS deploy
- Photoshop
- Problem solving
- Substance Designer
- Bootstrap

Languages

- English
- Spanish
- German
- Swedish

Full proficiency
Native
B1 (ÖSD-ZD)
Basic proficiency