

# Jaime Hernández Vázquez

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## PERSONAL INFORMATION

Nationality: Mexican  
Gender: Male  
Date of birth: 1<sup>st</sup> March 1990

## PROFILE

I'm a computer engineer with broad experience in 3D applications including mobile using game engines. Currently interested in web technologies.

## WORK EXPERIENCE

### **Software Developer - Innovación Digital Carso.** *July 2018 - October 2019*

Planned, developed and maintained the Cloud Target Recognition AR apps: "RA Infinitum" and "Claro RA". Improved procedures for content creation and quality overall. Refactored and optimized application components and replaced the AR SDK (from Vuforia to MAXST). Developed AR demos and prototypes in Unity. Managed team repositories. Developed a dozen Facebook camera effects. (Unity, C#, Spark AR, JS, ARKit, Github).

### **Software Developer - Alucina Studio.** *August 2016 - June 2017, January 2018 - May 2018*

Developed VR training application for Danone new employees with 3D content and 360 videos. Developed front-end in Unity of a 2D training application with gamification. Programmed 3D components of <http://www.momentomx.com/>. Front-end development of several promotional websites using Pixi.js. Assisted development of game prototypes. (Unreal Engine, Unity, C#, GearVR, HTML/CSS/JS, three.js, Node.js, Electron).

### **Software Developer - Intus. Comunicación Inteligente.** *November 2015 - May 2016*

Developed several interactive applications in Unity using non-conventional peripherals as cameras, large format multi-touch screens, photo printers, projectors, Kinect and programming custom hardware. Created software and hardware prototypes and experimented with new technologies. (Unity, C#, Python, TouchDesigner, Unreal Engine, Arduino, Raspberry PI, HTML5/JS, three.js).

### **Unity Developer - Dronetopolis AR.** <http://dronetopolisar.com/> Lisbon, PT *August 2017 - September 2017*

Developed augmented reality core of application. (Unity, C#, ARKit).

### **Junior Unity Developer - Inmersys.** *January 2013 - June 2014*

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

**Universidad Nacional Autónoma de México.** Mexico City.

### **Computer Engineering**

Emphasis in Computer Graphics and Natural Language Processing.  
2009 - 2014

## CERTIFICATIONS

### **Unity Certified Developer - Unity Technologies**

Valid from July 2018 to July 2020

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## SKILLS

**Platforms:** Debian-based Linux, Mac OS X, Windows, iOS, Android.

**Content creation tools:** Adobe Photoshop, GIMP, Blender, Substance Designer.

**Hardware:** Arduino, Raspberry PI, microcontrollers, computer components, digital electronics, peripherals.

**Hobbies:** Swimming. Assisted to Global Game Jam since 2017 - <https://globalgamejam.org/users/jaime-hern%C3%A1ndez>

## IDIOMS

<b>Spanish</b>	Native	<b>Portuguese</b>	Basics
<b>English</b>	Technical proficiency	<b>Swedish</b>	Basics
<b>German</b>	B1 (ÖSD-ZD)		