

Jaime Hernandez-Vazquez

Computer Engineer

CONTACT

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LOCATION

Address Cooper Landing Rd
Postal Code & City NJ 08002 Cherry Hill
Region Greater Philadelphia Area

PROFESSIONAL SKILLS SUMMARY

Unity Development (Advanced proficiency): Unity Engine, C#, Android, iOS, AR/VR/XR
Web Development (Intermediate proficiency): HTML, CSS, Javascript, Django, Svelte, Google Workspace
Embedded Development (Basic proficiency): Arduino, Raspberry PI, C++, ASM, Python, Digital design
Digital Artist (Hobbyist): 3D Modeling/Materials, Blender, Image Processing, TouchDesigner, Video Editing

WORK EXPERIENCE

2023-02 TO PRESENT

Computer Engineer:

Designed and developed a Mixed Reality Drivers' Education app for Meta Quest devices. From scratch, I created proof-of-concept prototypes and am currently working on the MVP for deployment.

- Mixed Reality
- Custom Hardware

2021-09 TO 2022-01

AR/VR Developer:

Main developer of XR applications using Unity and SparkAR Studio

- Designed and prototyped a Unity-based VR educational app with a mobile companion app, both created by me for control and monitoring.
- ArchViz VR interactive galleries.
- Instagram filters and effects.

2021-04 TO 2021-08

Junior Front-end Engineer:

Improved and maintained in-house front-end applications while also aiding other teams in automating scripts for Google Workspace and data processing.

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

2018-06 TO 2019-10

AR Engineer:

Lead development team for maintenance and enhancement of RA Infinitum and Claro RA augmented reality apps, optimized art team workflow for delivering content for apps 4x faster. Reduced cloud services costs replacing Vuforia SDK with MaxstAR SDK. Created and released around a dozen Instagram camera effects with Spark AR Studio.

- Unity/C#
- Spark AR Studio
- AR Frameworks and SDKS
- Web Development

EDUCATION

2008-08-15 to 2013-06-01

Engineering Faculty, UNAM

- Computer Engineering: *Computer Graphics*

LANGUAGES

Spanish

Native speaker

English

Full proficiency

German

B1 (ÖSD-ZD)

Chinese

Beginner

PERSONAL

Bevy, Godot, Unreal Engine, Unity 3D

C++, C#, Design Patterns, Refactoring, SOLID