Bryan A Quero

Highly Creative XR, UI/UX and MERN Fullstack Developer

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SKILLS

MERN Fullstack Developer
● ● ● ● ○
Keywords: HTML, CSS, JS, Bootstrap, Python, MongoDB, ExpressJs, React, NodeJs, GitHub, MySQL

Unity3D
● ● ● ● ○
Keywords:C#, VR and AR

Unreal Engine
● ● ● ● ○
Keywords: C++ Blueprints Niagara VR

Technical Artist
● ● ● ● ○
Keywords: Modeling Rigging Blendshape Texturing Rendering

BIM
● ● ● ● ●
Keywords: Autocad, Revit, Navisworks, BIM 360

UI/UX
● ● ● ○ ○
Figma - Adobe XD - Photoshop

CERTIFICATIONS

Circuit Stream (March 01, 2021)
XR Development with Unity

🔗 https://www.circuitstream.com/

An experienced MERN full-stack developer with extensive experience developing video games, virtual reality, augmented reality, and website applications. I also have many years of experience in architectural, mechanical, and electrical (MEP) design and construction.

WORK EXPERIENCE

Metaverse Team (October 01, 2022 - December 30, 2022)
Game Developer

As Game Developer (Mechanic Designer) was responsible for creating and designing the gameplay mechanics of video games. My role involved brainstorming new ideas, creating prototypes, and iterating on existing mechanics to ensure player engagement and fun. I have a strong understanding of game design principles and experience with game engines and scripting, and I can effectively communicate my ideas to technical and non-technical team members. My passion for playing and making games is a must.

🔗 https://www.metaverseteam.com/

University of Southern California (USC ICT) (August 20, 2020 - July 01, 2022)
XR Developer and Technical Artist (3D modeling and Rigging)

- Build, code, and publish software using XR coding language (C#, or similar language)
- 3D engines (Unity, Maya, Blender.)
- Made 3D models, assets, rigs, textures, animations, visual effects, and 2D storyboards
- Debugging complex, system-level, multi-component issues
- Profile performance issues and drive optimizations of software applications
- Scripted and animated interactive movies and games in virtual reality using 3D modeling software, Unity, HTC Vive, and Oculus Rift with a team
- Directed students through the animation pipeline (modeling, texturing, rigging, animating, lighting, rendering, and post-production).

The DAVE School (October 01, 2021 - May 15, 2022)
Game Design Instructor

I introduce my students to the world of production through inquiry-based learning techniques and creative projects, problem-solving, employer expectations, and the importance of teamwork as you prepare your portfolio.

🔗 https://dave.nuc.edu/

Acomb, Ostendorf and Acomb (October 01, 2018 - January 01, 2021)
BIM | 3D Artist and XR Consultant

- Designed and delivered virtual reality experiences for the architecture, construction, real estate, and design industry.
- Conducted design research to identify and propose VR solutions to help clients solve problems.
- Administered purchase orders, estimating, competitive bidding, contract negotiation, and value engineering.
- Assisted in streamlining processes and increasing gross profit margin through regression analysis and financial modeling.
- Restructured subcomponent logic in Building Information Modeling (BIM) Pipeline to improve efficiency and reduce department downtime.
- Created and maintained software templates to ensure standards and continuity among residential building codes.

CPH (March 01, 2015 - September 01, 2017)
MEP Designer

- Achieve a detailed understanding of the Contract documents (drawings and specifications), phasing plans, MEP systems interrelationships, construction sequencing and project schedule.
- Facilitate problem-solving, as may arise, between MEP Subcontractors during construction.
- Validate design issues related to MEP and suggest alternative solutions.
- Assist in the receipt and review of MEP submittals.
- Log and post all MEP changes and as-built information on field drawings.
- Assist in the scope review, budgeting and justification of MEP change work order.
- Assist in the installation of MEP work.
- Direct, monitor and control the activities of MEP Subcontractor.
- Coordination and administration of MEP related materials, systems and shop drawings submittals.
- Liaison with Consultant MEP supervisory Engineers, Inspectors and relevant staff.
- Ensure that MEP Subcontractors provides and adheres to relevant Quality documentation/records.
- Ensure that MEP Subcontractors adheres to Project safety regulations.
- Assist in the testing and commissioning of MEP equipment.

EDUCATION