

BRYAN ALEC QUERO

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FOCUSED MERN FULL STACK or XR Developer

Objective:

Versatile Software, XR developer and Technical Artist seeking a position as a Software, XR Developer and Technical Artist, utilizing my expertise in game development and technical art to create cutting-edge software and experiences. My goal is always to learn and improve my skills by researching or looking at the most current technology trends.

Summary:

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- 5+ years of experience in game development, including experience in Unreal Engine, Unity, and other game engines.
 - Strong knowledge of game development principles, mechanics, and gameplay, as well as experience in scripting, level design, and game testing.
 - 3+ years of experience as a technical artist, including experience in creating 3D models, textures, and materials, as well as lighting and effects.
 - Skilled in software development, including experience in C#, C++, JavaScript, Python, and other languages, as well as experience in database management and web development.
 - Passionate about software development and committed to creating high-quality, engaging experiences for users.
 - Skilled in XR (Extended Reality) technologies, including VR (Virtual Reality), AR (Augmented Reality), and MR (Mixed Reality), with experience in designing and delivering immersive experiences for clients.
 - Proficient in BIM (Building Information Modeling) software such as Revit, Navisworks, and AutoCAD, with 15+ years of experience as a BIM manager.

WORK EXPERIENCE

Metaverse Team · Contract

Oct 2022 - Dec 2022

Game Developer

Roblox developer

- Collaborate with team members to design and develop engaging gameplay mechanics and features for Roblox games.
- Create intuitive user interfaces and implement advanced scripting features.
- Ensure games meet quality standards and are optimized for performance.
- Provide technical support to other team members and assist with troubleshooting issues.
- Maintain documentation and participate in code reviews.

University of Southern California

Aug 2020 - July 2022

Software Developer and Technical Artist

- Develop and maintain software applications, including game development tools, plugins, and scripts, using C#, Python, C++ and other languages.
- Create 3D models, textures, materials, lighting, and effects for game and software projects using Maya, , Blender, Photoshop, and other tools.
- Collaborate with other developers, artists, and designers to ensure high-quality game development and software projects.
- Research and implement new technologies and techniques to improve software development and technical art processes.

- Develop and deliver curriculum for undergraduate and graduate courses in game design, including courses in game mechanics, level design, and virtual reality on Unreal Engine 4.
- Provide feedback and mentorship to students, including one-on-one sessions and group critiques.
- Organize and host workshops and events to promote game design and encourage student participation.
- Collaborate with other instructors and faculty members to improve course materials and curriculum.

- Create 3D models, textures, and renderings for architectural visualization using Maya, 3ds Max, Unreal Engine and other software.
- Manage BIM projects, including coordinating with design teams, conducting clash detection analysis, and implementing BIM standards and best practices.
- Develop and implement BIM training programs for staff, including developing training materials and conducting in-person and online training sessions.
- Collaborate with architects, engineers, and other stakeholders to ensure high-quality project outcomes.
- Designed and delivered immersive XR experiences for clients in various industries, including real estate, healthcare, and education.
- Conducted XR technology research and implemented new technologies and techniques to enhance user experience and engagement.
- Created and maintained project plans, including project scope, timelines, and budgets.
- Collaborated with clients and stakeholders to gather requirements and ensure project goals and objectives were met.

- Achieved a detailed understanding of the Contract documents (drawings and specifications), phasing plans, MEP systems interrelationships, construction sequencing, and project schedule.
- Created 3D models and renderings for engineering visualization using Maya, 3ds Max, and other software.
- Coordinated BIM projects, including creating and implementing BIM standards and workflows, managing project timelines, and conducting quality control reviews.
- Developed and delivered training programs for staff on BIM software and best practices.
- Collaborated with engineers and project managers to ensure project success and high-quality outcomes.

EDUCATION

University of Central Florida, Orlando, FL MERN Full Stack Certificate, Bootcamp	2023
Academy of Art University, San Francisco, CA Master of Fine Arts, Game Development	2013
International Academy of Design Bachelor of Fine Arts, Computer Animation	2005

TECHNOLOGIES

- Skills:
- Game engines: Unity, Unreal Engine, Roblox, PlayCanvas
 - Scripting languages: C#, C++, JavaScript, Python, LUA
 - Technical art tools: Maya, Photoshop, Blender
 - XR technologies: VR, AR, MR
 - Web development: HTML, CSS, JavaScript, MySQL, React, NodeJS, MongoDB, Figma
 - Project management
 - Research and innovation