

Eros Carrasco

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XR engineer with 2+ years of production experience developing VR applications in Unity. Currently pursuing an M.S. at NYU, focusing on XR systems and applied machine learning.

EDUCATION

New York University

M.S. Integrated Design & Media

GPA: 4.0/4.0

Expected May 2027

- Relevant Coursework: XR Studio (Ken Perlin), Deep Learning for Media
- 1st Place — NYU Data Science Bootcamp

Universidad AME XP

B.S. Game Development | GPA: 3.7

EXPERIENCE

NYU VIP - Metaverse for Education

January 2026 - Present

XR Engineer (Apple Vision Pro team)

- Contributing to the integration of a multi-user Unity XR environment into Apple Vision Pro using VisionOS toolchain.
- Supporting cross-device compatibility efforts across Oculus and desktop deployments.
- Collaborating with networking and sensing teams to align mixed-reality workflows.

Transfr

October 2023 - July 2025

XR Designer

- Built and shipped 5 production-grade VR simulations deployed across educational institutions.
- Designed with built-in accessibility (wheelchair height adjustment, color-blind-safe UI, closed captions).
- Localized over 30 of Transfr's learning experiences into Spanish and standardized the localization workflow with clear documentation.
- Collaborated cross-functionally with product managers, SDK engineers, and 3D artists to ensure technical and design alignment.
- Flagged bugs and potential improvements for the development tools, tracked my development times, and reported process optimization opportunities.

Inmersys

March 2023 - October 2023

Unity Developer

- Contributed to production-grade VR applications, including a project developed in collaboration with UNICEF.

TECHNICAL SKILLS

- Coding Languages: C#, JavaScript, Python
- XR & Platforms: Unity, WebXR, Multi-user XR systems
- Other Tools: Git, Arduino, Motion Capture