CONTACT

✉ EJJ2059@nyu.edu

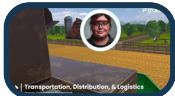🌐 LinkedIn Profile

EDUCATION

- **NEW YORK UNIVERSITY**

  M.S. in Integrated Design & Media
  Expected 2027

- **UNIVERSIDAD AME XP**

  Bachelor's in Game Development
  GPA: 3.7 / 4.0

SHOWCASE

Click image
for video

TECHNICAL SKILLS

- Unity development
- WebGL deployment (GitHub Pages, JavaScript)
- Multiplayer networking
- Rapid prototyping and modular workflows
- Interaction tuning and UX polish

CORE SKILLS

- Cross-disciplinary collaboration
- Creative problem-solving under constraints

EROS CARRASCO

XR DEVELOPER

PROFILE

XR Developer with over two years of experience developing immersive simulations. Skilled in Unity development, interaction systems, and spatial design workflows—from prototyping to deployment. Currently pursuing an M.S. in Integrated Design & Media at NYU Tandon, with coursework in Data Science and upcoming studies in Deep Learning for immersive media.

WORK EXPERIENCE

Transfr   October 2023 - July 2025
XR Designer - (contractor)

- Built and shipped multiple VR simulations in collaboration with subject matter experts and stakeholders.

- Designed innovative, complex VR interactions with built-in accessibility (wheelchair height adjustment, color-blind-safe UI, closed captions).

- Localized the majority 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 the creation of VR experiences, playing a pivotal role in a UNICEF project highlighting migrant children's journeys and collaborating on a VR game for Farmacias Similares, one of Mexico's leading pharmaceutical companies.