Felix Jarquin
Software Engineer

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SKILLS

Java | JavaScript | Objective-C | C++ | C# | Unity3D | Unreal Engine 5 | Visual Scripting | Event Scripting | Blender | Maya | Github | HTML | CSS | Python | SQL | XR Development | Swift | Xcode

EXPERIENCE

Software Engineer Intern   06/2024 – 08/2024
Walt Disney Studios   Burbank, CA
- Researched object tracking with the Apple Vision Pro using native machine learning models trained in CreateML.
- Achieved a strong understanding of Swift within three months to develop a fully functional prototype showcasing advanced beta features.
- Delivered a high quality presentation with detailed research and key findings to executive stakeholders, outlining the potential for future XR commercial content.
- Collaborated within a Scrum framework, to achieve consistent progress while meeting weekly sprint deadlines with cross-functional team members.

Private STEM Tutor   06/2023 – 03/2024
Zero Limit Learning   Miami, FL
- Managed classroom of +20 Students teaching the basics of coding with Scratch.
- Worked with Sphero hardware to give students hands-on robotics experience.
- Coded educational experiences in AR spaces through CoSpaces software.
- Created objects for lessons in 3D modeling using Maya and transfered fbx files to Tinker CAD.
- Created Company website prototype using HTML, CSS and JavaScript.

PROJECTS

Esperanto XR 🔗   01/2025
MIT Reality Hacks 2025
- Developed a mixed reality language translator that converts multiple languages into each user's preferred language, enabling authentic social connections in diverse communities.
- Worked on multiplayer networking using Normcore, leveraging Meta's Passthrough SDK and C# scripting to capture voice inputs, process translations on a Lambda server running llama3.3, and dynamically display multilingual captions.
- Integrated multiple SDKs (Unity, Meta Core, Flask, ngrok) into a cohesive backend, overcoming significant integration challenges to synchronize multiplayer gameplay.

Fright Light 🔗   09/2024
FIU Shell Hacks 2024
- Developed a VR party game with one VR player and two external controller players in an asymmetrical paranormal hide-and-seek format.
- Created immersive environments in Unreal Engine 5 (C++) with visual scripted lighting and textures.
- Implemented mechanics to calculate the distance between each ghost and flashlight origin, triggering ghost player elimination based on proximity.
- Collaborated with a team to integrate networking, custom assets, and gameplay mechanics, focused on multi-player engagement.

CatTrax 🔗   02/2024 – 04/2024
INIT Build VR
- Developed an endless runner VR project in Unity (C#), where players navigate a growing civilization of cats across an island, implementing immersive controls and procedurally generated environments.
- Led the frontend development team, created 3D assets, designed levels, and optimized UI/UX.
- Integrated obstacle-avoidance algorithms and interactive elements.

LEADERSHIP

MAGIC Club (Miami Animation & Gaming Int Complex)   09/2016 – 12/2017
President   Miami, FL
- Secured funding networking with sponsors and managed resources for student events.
- Promoted events via social media and organized logistics.

MIA Game Jam 🔗   10/2016
Organizer   Miami, FL
- Served as programs ambassador for new students and recruited them into the MAGIC program.
- Developed an online community to support independent student learning

EDUCATION

Bachelor's of Arts - Computer Science
Florida International University
Expected Grad: 06/2025

Associate of Science - Game & Interactive Media Design
Miami Dade College
Grad: 06/2019