




Felix Jarquin

Software Engineer

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SKILLS

C# | C++ | Java | Python | Flask | Swift | JavaScript | HTML | CSS | Web Development | SQL | Xcode | Github | Machine Learning Models | Stable Diffusion | XR Development | Unity3D | 3D Modeling | Unreal Engine 5 | Hackathon Experience | Visual Scripting | Event Scripting | Blender | Maya

EXPERIENCE

Software Engineer Intern

Walt Disney Studios

06/2024 – 08/2024

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 prototype showcasing advanced beta features.
- Presented detailed research and key findings to executive stakeholders, outlining the potential for this project for future XR commercial content.
- Worked within a **Scrum** framework, to achieve consistent progress while meeting weekly sprint deadlines with cross-functional team members.

Private STEM Tutor

Zero Limit Learning

06/2023 – 03/2024

Miami, FL

- Managed classroom of **+20 Students** teaching the basics of coding with Scratch.
- Coded educational experiences in **AR spaces** through CoSpaces software.
- Designed 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

Greenify Me

UMiami AI Hackathon 2025 - Winner

02/2025

- Placed second in the environmental challenge category for **developing an AI powered** micro climate analysis tool that predicts Miami's rising temperatures and uses generative AI to visualize green infrastructure solutions.
- **Led generative AI development** using Stable Diffusion for image-to-image generation, enabling users to visualize how adding greenery (trees, plants, bushes, foliage) could transform their environment and reduce urban heat.
- Built a **full stack solution** integrating **Python**, **Flask**, and an LLM to create an interactive tool that processes user uploaded images and passes the call to generate realistic green space visualizations.

Esperanto XR

MIT Reality Hacks 2025

01/2025

- Developed a **mixed reality** language translator that converts multiple languages into a preferred language.
- Worked on **multiplayer networking** using Normcore, leveraging Meta's Passthrough SDK and **C# scripting** to capture voice inputs, process translations running llama3.3, and dynamically display multilingual captions.
- Integrated multiple SDKs into a cohesive **backend**, overcoming significant integration challenges to synchronize multiplayer gameplay.

Fright Light

FIU Shell Hacks 2024

09/2024

- Developed a **VR** party game with one dedicated VR player and two external controller players in an asymmetrical paranormal hide-and-seek format.
- 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 multiplayer engagement.

LEADERSHIP

MAGIC Club (Miami Animation & Gaming Int Complex)

President

09/2016 – 12/2017

Miami, FL

- Secured funding networking with sponsors and managed resources for student events.
- Promoted events via social media and organized logistics.

MIA Game Jam

Organizer

10/2016

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