

# Luis Miguel Palacio Restrepo

✉ luis@palaciorestrepo.com ☎ +34618380017 📱 in/luis-miguel-palacio-restrepo-658679101/ 🌐 www.palaciorestrepo.com/luis

---

## SUMMARY

Experienced Software Engineer, entrepreneur, and passionate about technologies that evoke emotions and create momentous. Mission-driven career towards AR/VR development specializing in XR Interactions and Immersive Experiences with 6+ years in the industry.

---

## SKILLS

**Languages:** C#, Javascript, C, Python, HTML, CSS

**Technologies:** Unity3D, Git, AR, VR, OpenCV, Arduino, Figma, Blender, TouchDesigner, MAX MSP

**Fields of Interest:** Extended Reality, Human-Computer Interaction Design, AR/VR Experiences, Artificial Intelligence, Social Computing

---

## EDUCATION

**Master of Science in Cognitive Systems and Interactive Media**  
Universitat Pompeu Fabra · Barcelona, Spain · 2020

**Bachelor in Digital Entertainment Engineering**  
Universidad Pontificia Bolivariana · Medellín, Colombia · 2018

---

## EXPERIENCE

### Chief Technology Officer - XR Developer

**DTOWN Metaverse**

**August 2020 - Present, Valencia, Spain**

- Exploration of cutting-edge technology related to Extended Reality by using Fast-prototyping techniques to develop experimental applications for Hololens, NReal AR Glasses, Mobile-based AR, and Virtual Reality devices; including interactive 360 videos, Motion Capture, LiDar scans, and Photogrammetry.
- Participant and speaker in VRDays 2021 Europe.
- PR/Merged +4000 commits to develop working MVP with Multiplayer System, Virtual spaces, Interactive elements, and In-game creation tools.
- Whitepaper definition based on deep market research focused on the Metaverse Industry.
- Lead Developer of a small team intended to build a white-label Metaverse compatible with AR, VR, and Desktop devices.
- Definition of main features, architecture, and Customer Journey Map for an experimental virtual world inspired by the 90's Sci-fi movies.

### Innovation Developer

**TODO 1 Services INC**

**February 2018 - August 2019, Medellín, Colombia**

- Conceptualize and Design prototypes; test and deploy key features including API networking, NLP for virtual assistants/chatbots, and development of mobile applications.
- Formulate and implement new design decisions and product directions based on user testing observations.
- Leverage user testing observations to create and implement innovative product directions and design decisions.
- Employ critical thinking and complex problem-solving skills to identify potential areas for improvement and create actionable solutions.
- Collaborate with cross-functional teams toward the timely achievement of the projects and organizational objectives under Scrum-based methodologies.

### System Software Developer

**Wizard Fun Factory**

**September 2017 - September 2017, Medellín, Colombia**

- Definition and implementation of low-level protocols to communicate interactive installations, including lights control, sensors, and Unity applications.
- Design of lights control system using Arduino and Unity3D.
- Contribute to the installation of interactive experiences and constant support.

---

## CERTIFICATIONS

### Game Development with Unity and C#

**Udemy · 2020**

- Completed a 37 hours online course covering Game Development topics including Unity interfaces, animations, input & interaction, along with C# programming.

### CS50 - Artificial Intelligence with Python

**HarvardX · 2020**

- Deep dive into Path finding algorithms such as BFS, DFS, predictive models, recursive functions and more.

### Indie Prize Finalist

**GameDaily Connect USA · 2019**

- Finalist in the GameDaily Connect USA 2019 with the game HoboFight!