Juan Deyby Carlos-Chullo

Arequipa, Peru

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SKILLS

Languages: C# (Unity), C++, Java, Python, JavaScript, Dart(Flutter)
Technologies/Tools: Unity, Photon, Mirror, Playfab, ML-Agents, Git, Firebase, Google Cloud.
Others: Blender, Inkscape, GitHub.

WORK EXPERIENCE

Unity Developer   Jun 2024 – Present, Full-time
GeoInnovation   *Arequipa, Peru*

- Lead the development of UI/UX, particle systems, and shaders for a mixed reality application on Oculus Quest 3, simulating the use of a real fire extinguisher to combat virtual fires.
- Define and implement core features, including a user-friendly interface and external sensor integration to capture realistic extinguisher mechanics.
- Utilize Meta SDK for Unity to integrate advanced XR functionalities, ensuring seamless performance on Oculus platforms.

Flutter Developer   Nov 2023 – Jun 2024, Full-time
GeoInnovation   *Arequipa, Peru*

- Developed a task management platform with two applications: one for creating tasks with evidence requests and another for inspectors to complete tasks on-site.
- Integrated Firebase services (Authentication, Firestore, Storage) for cloud data management.
- Implemented automated email notifications and reminders using Firebase Functions to keep users informed of task updates and deadlines.

Unity Developer   Jun 2019 – Nov 2023, Full-time
GeoInnovation   *Arequipa, Peru*

- Designed and developed EntrenaVR-Studio, a WebGL platform for managing files and creating immersive virtual environments using 360-degree photos and videos. Integrated third-party tools for seamless file uploads.
- Implemented multi-language support through Unity's Localization tools to enhance accessibility across diverse regions.
- Collaborated on Android and iOS application development, deploying apps to the Play Store and App Store, while focusing on UI/UX enhancements.

EDUCATION

Universidad Nacional de San Agustín de Arequipa   Apr. 2013 - Dec. 2018
Bachelor of Science in Systems Engineering – graduated in the top third of my class   *Arequipa, Peru*
Specialization: Emerging Technologies and Game Software Development

RESEARCH EXPERIENCE

Undergraduate Researcher   Jun 2018 – Aug 2020, Internship
CiTeSoft, Universidad Nacional de San Agustín de Arequipa   *Arequipa, Peru*

- Developed "Voluminis: Mobile Application for Learning Mathematics in Geometry" utilizing AR Core to create immersive augmented reality experiences that enhance math education through gamification.
- Designed and implemented engaging AR elements and gamified challenges, significantly improving user interaction and understanding of geometric concepts.
- Created high-quality 3D models in Blender, enhancing the visual and educational value of the interactive content within the application.