Juan Deyby Carlos-Chullo

Unity Developer

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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   Jan 2025 – Present, Full-time
DETALLAMIENTO, INGENIERÍA Y CONSTRUCCIÓN S.A.C.   *Lima, Peru*

- Enhanced and optimized virtual reality applications using AR Foundation, improving stability and functionality in real-world environments.
- Implemented Firebase SDK in Unity for efficient data management and real-time synchronization across applications.
- Developed new features and improved existing ones, applying best practices and design patterns to enhance performance and maintainability.

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

- Led the development of UI/UX, particle systems, and shaders for a mixed reality application on Oculus Quest 3, simulating real-world fire extinguisher use to combat virtual fires.
- Defined and implemented core features such as a user-friendly interface and external sensor integration, improving the realism of extinguisher mechanics.
- Utilized Meta SDK for Unity to integrate advanced XR functionalities, optimizing performance for Oculus platforms.

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

- Developed a task management platform with two applications: one for task creation and another for on-site task completion by inspectors.
- Integrated Firebase services (Authentication, Firestore, Storage) for cloud data management.
- Implemented automated email notifications and reminders via Firebase Functions to improve task update awareness 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.
- Implemented multi-language support using Unity's Localization tools, expanding the platform's accessibility across diverse regions.
- Collaborated on Android and iOS app development, deploying apps to the Play Store and App Store, focusing on UI/UX enhancements.

EDUCATION

UOC (Universitat Oberta de Catalunya)   Aug. 2023 - Jul. 2025
Máster U. en Diseño y Programación de Vídeojuegos   *Spain*

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