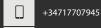


# **Arturo Serrano**

Sofware engineer - AR/VR Dev- Game Dev



asm.arturo@gmail.com



SKILLS

Unity

@ Godot

AR/VR SDKS

oforia /uforia Core AR

ARFoundation

ARKit

software

sualStudio

Git

onder

Metamask

General

\_\_\_ we

3 Javascript And
Other ———

OpenCV

Solidity

LANGUAGE

SPANISH NATIVE ENGLISH C1

#### AROUT ME

I'm a software engineer focused on programming, game development and with extensive experience in AR and VR fields.

I've developed several applications in Unity, published two of them on the Play Store and continue my journey as a programmer creating new AR/VR applications daily. You can check my website at www.arturo-serrano.com

### **WORK EXPERIENCE**

# 2018 - PRESENT Augmented Reality Engineer - CT Ingenieros

- Full development of several AR applications including Unity, .NET back-end and Database
- creation.
   Expert in all AR frameworks currently avaible in Unity developing three full apps and 8 R&D demos.
- Maintained and created applications in VR with SteamVR and all its libraries.
- Use of GIT, and agile methodologies.
- Developments aimed to military, industrial and medical companies.

## 2017-2018

# Blockchain developer - Tribalyte Technologies

- Fullstack web development with front-end in Javascript with R&D and development of blockchain back-end smart contracts in Solidity

## **EDUCATION**

2013-2018



#### UPM - Electronics engineer/Sofware engineer

- Mainly focused on sofware development, I've created several applications currently used by my college, one of which was my final project with a score of 9.5