CHRISTIAN FERNANDO GUTIÉRREZ

Front-End Developer and UX/UI Designer for Web and VR

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📞 1-760-460-1075   🔗 VirtualVelociraptor.com

TECHNICAL EXPERIENCE

Self-Employed – Web Designer & Developer

📅 March 2019 – Present Day   📍 San Diego, CA

- Freelance web developer for remote clients. HTML, CSS, JavaScript

Center for Cyber-Archaeology and Sustainability
UI/UX Researcher and Front-End Developer

📅 January 2017 - March 2018   📍 UC San Diego

- Designed and implemented the graphical user interface for an interactive 6-monitor custom CAVE system using Unity and C#
- Project was aimed at spreading awareness about at-risk world heritage by providing information through virtual experiences

Intel Corporation – Front-End Software Engineer

📅 June 2017 – September 2017   📍 Silicon Valley, CA

- Utilized Unity and C# to develop a VR experience that allowed users to exercise with a virtual coach with real time feedback
- Parsed user's motion capture (OptiTrack) positional data to create live avatars that were able to execute a set of physical instructions
- Incorporated advanced graphics concepts such as inverse kinematics, animation controllers, Mecanim, active ragdolls, and state machines

NASA Jet Propulsion Laboratory – Software Engineer

📅 June 2016 – August 2016   📍 Pasadena, CA

- Developed 3D user interfaces for computer-aided spacecraft design in augmented reality using Unity, C# and Microsoft HoloLens
- Implemented various key features– including design tools such as rotation widgets, position reset, tool tips, and preset option buttons
- Experienced in various industry team practices such as agile iterative development, weekly sprints, burndown charts, and scrum meetings

Nanome Inc – Front-End Software Engineer

📅 January 2016 – June 2017   📍 La Jolla, CA

- Developed VR software tools for 3D molecular visualization and modeling in an interactive virtual environment using Unity and C#
- Built 3D interfaces to enable scientists and engineers to collaborate, design and simulate with nanoscale precision.

PERSONAL

Backpacking + Volunteering in Africa – English Teacher

📅 June 2018 – December 2018   📍 Various African Countries

- Traveled alone through 7 African countries volunteering at several community elementary schools teaching English, Mathematics, and Geography to underprivileged children in impoverished townships
- Studied racial and sociopolitical issues plaguing Africa by living with several local host families and immersing myself in the community

SKILLS

HTML   CSS   JavaScript   C#   Java
Python   Unit Testing   GitHub   Unity
User-Centered Design   Prototyping
Agile Development   Slack   Photoshop
inVision   User Research and Testing

EDUCATION

University of California, San Diego
B.S. Major: Cognitive Science & Neural Computation
B.S. Minor: Computer Science

Grossmont College
A.S. Mathematics (Honors)

Undergraduate GPA: 3.5

📅 Graduated June 2018

PROJECTS

Cyber-Archaeology VR Hackathon
1st Place Winning Team
- Developed an interactive educational journey that guided users through the historic lifecycle of copper (Oculus Rift)

SHPE Reach Hackathon
1st Place Winning Team
- Constructed a working prototype of a smart leg brace to be used by sufferers of muscular dystrophy in physical therapy

LA Hacks 2016
4th Place Winning Team
- Designed an interactive educational VR experience for learning vector calculus

LEADERSHIP

Society of Hispanic Professional Engineers at UCSD (SHPE)
-Chapter Secretary

Virtual Reality Club at UCSD
-Finance Officer (Treasurer)
-Campus Outreach Officer

Code2040 Fellow 2017

Intel Scholar 2017