

# CHRISTIAN FERNANDO GUTIÉRREZ

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

@GutierrezChristianF@gmail.com    in linkedin.com/in/ChristianFGutierrez  
1-760-460-1075    www.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    San Diego, CA

- 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

### Nanome Inc – Front-End Software Engineer

January 2016 – June 2017    San Diego, CA

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

### 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

## 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