Contact

Birth place
Las Palmas de Gran Canaria, Spain

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+34 636868787

Email
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Portfolio
anagromero.github.io/portfolio

LinkedIn
linkedin.com/in/anagarrom

Expertise

- Unity
- SketchUp
- C#
- OpenXR
- Python
- Autodesk Maya
- Game Dev
- WebGL
- Blender
- GitHub
- Teamwork
- Communicative

Education

2021 - 2023
Technische Universität Ilmenau
Master of Science
Major: Media Technology

2016 - 2021
Technische Universität Ilmenau
Bachelor of Science
Major: Media Technology

Languages

Spanish - *Native*

German - *Fluent (C2)*

English - *Fluent (C1)*

Ana García Romero
Unity XR Engineer

Experienced VR developer with a proven track record of creating immersive and interactive virtual reality environments. Highly skilled in Unity, C# programming, and 3D graphics development. Committed to pushing the boundaries of innovation and consistently delivering exceptional user experiences. Passionate about leveraging cutting-edge technology to create impactful and memorable VR applications.

Experience

Jan 2021 - Dec 2023
Technische Universität Ilmenau | Ilmenau, Germany
Research Assistant - Audiovisual Technology

- Programming in C# for Unity
- Design of immersive 3D virtual environments with Blender and SketchUp
- OpenXR and XR Interaction Toolkit integration
- Development and optimization of applications for HTC Vive Pro, Varjo XR-3 and Oculus Quest 2
- Handling JSON data formats
- Development of shaders and visual effects
- Version control with Git
- Organization and execution of experiments in the VR lab

Jar 2019 - Dec 2019
Technische Universität Ilmenau | Ilmenau, Germany
Research Assistant - Neuroinformatics

- Data collection and analysis in a research project
- Evaluation and annotation of multimodal videos with robots
- Collaboration with the team on laboratory and field research

Apr 2018 - Aug 2018
infoBoard Europe GmbH | Hamburg, Germany
Internship in Video Production

- Experience in editing footage and producing promotional videos
- Collaboration with a professional team in the production of film projects

Projects

- Development and Evaluation of different Visualization Approaches for interactable rooms in Immersive Virtual Environments

- Evaluation of cognitive performance in classroom scenarios with audiovisual virtual reality

- Development of a machine learning supported pipeline to create high-quality 3D avatars for AR/VR/MR research

- Evaluation of immersive virtual environments and development of a prototype environment for virtual reality teleconferences