



# Ana García Romero

## Unity 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.

## Contact

### Birth place

Las Palmas de Gran Canaria, Spain

### Phone

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### Email

anagarciaromero@yahoo.es

### Portfolio

anagromero.github.io

### 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)

## Experience

### May 2021 - Present

Technische Universität Ilmenau | Ilmenau, Germany

#### Research Assistant - Audiovisual Technology

- Programming and designing immersive virtual environments with Unity
- Creation and design of 3D models
- Organization and execution of experiments in the VR lab
- Database management

### Mar 2019 - Oct 2019

Technische Universität Ilmenau | Ilmenau, Germany

#### Research Assistant - Neuroinformatics

- Data collection and analysis in a research project
- Evaluation and annotation of multimodal videos from user tests with robots
- Literature research and evaluation for scientific publications
- Collaboration with the team on laboratory and field research

### Ap 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
- Audio recording and processing
- Video editing with Adobe Premiere Pro
- Web design (Typo3)

## 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