DAVID LEONARDO ACOSTA LAVERDE

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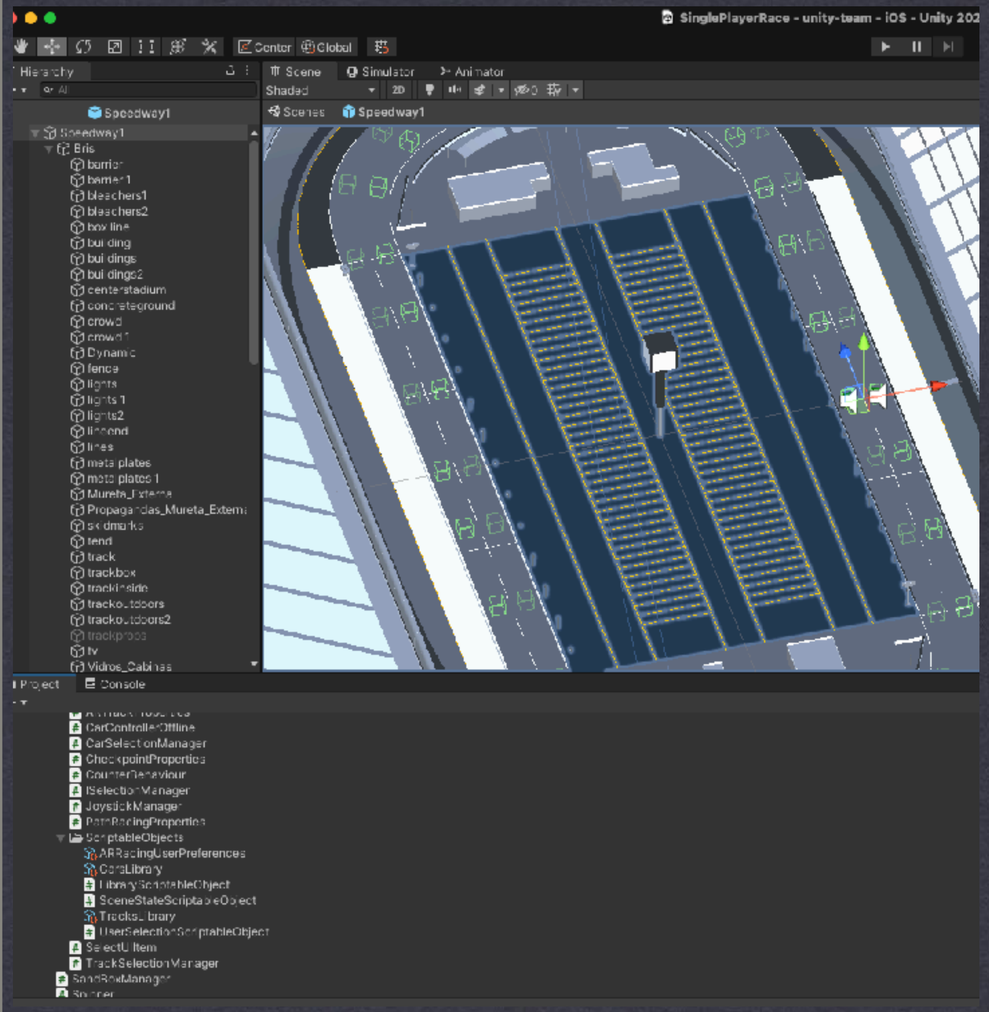
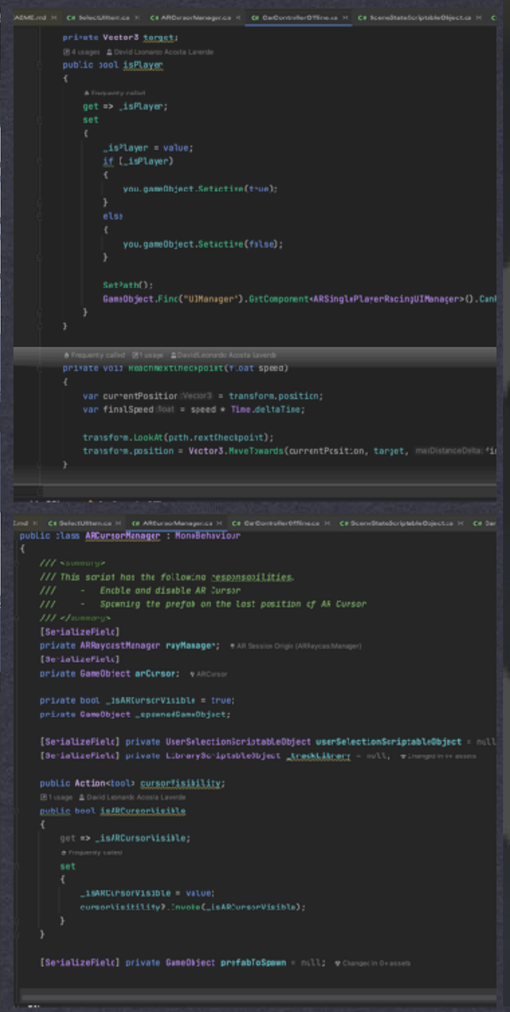
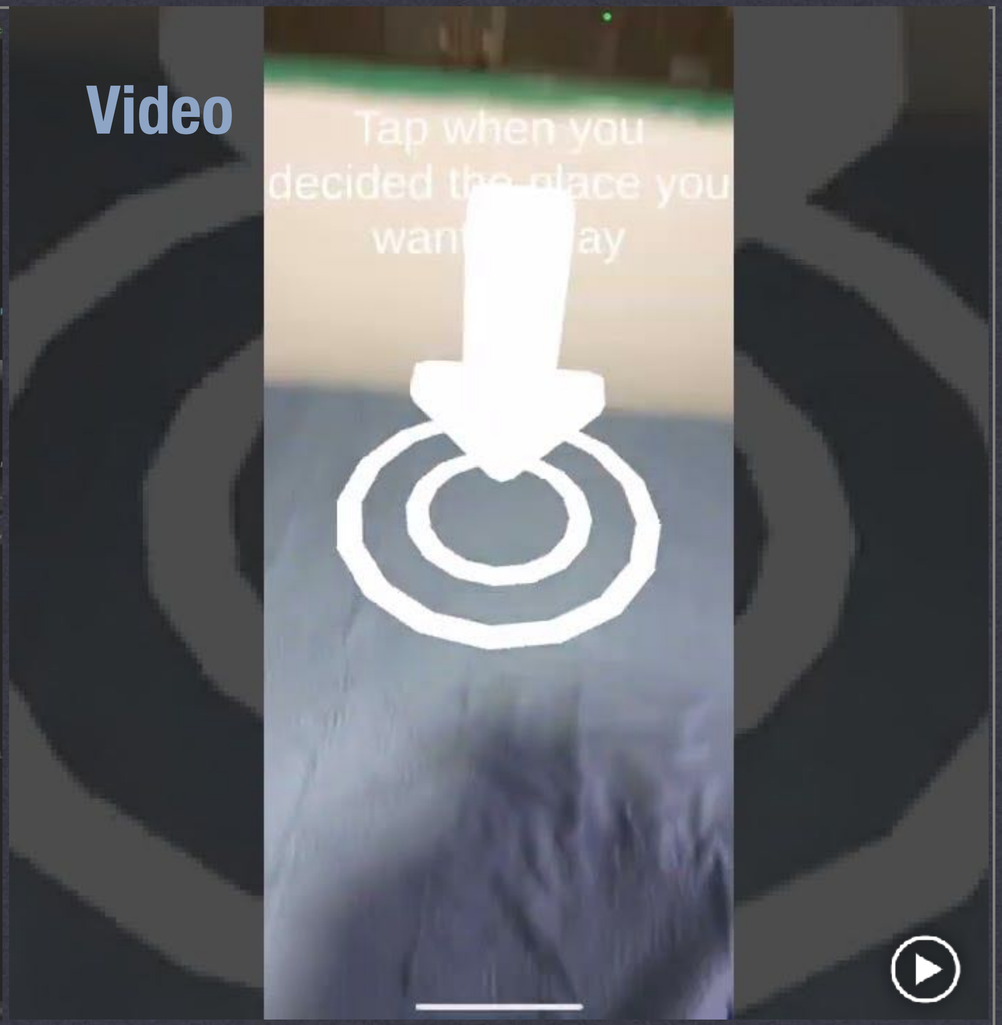
XR UNITY DEVELOPER

AUGMENTED REALITY PROJECTS







PROJECT

AR CAR RACING GAME

Platform: Android / iOS

AR Racing game (in progress)

ACTIVITIES

- Game design
- Development in Unity Engine
  - AR Foundation 4
  - Scriptable objects
  - C# Subscriptions
- To do: Mirror networking, cars and tracks modeling, game balancing.

Repo: NA

PROJECT

AR CHRISTMAS CARD

Platform: Android / iOS

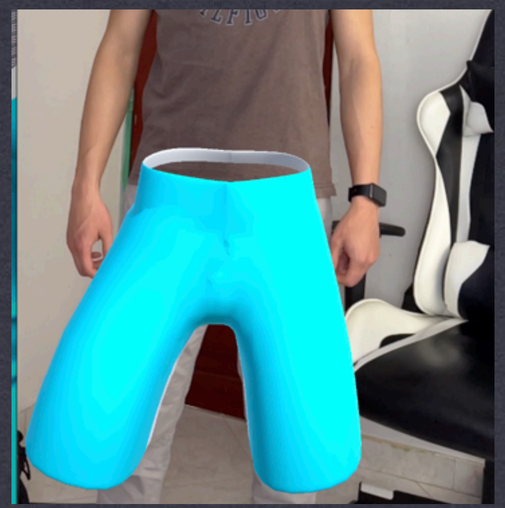
AR with image tracking

ACTIVITIES

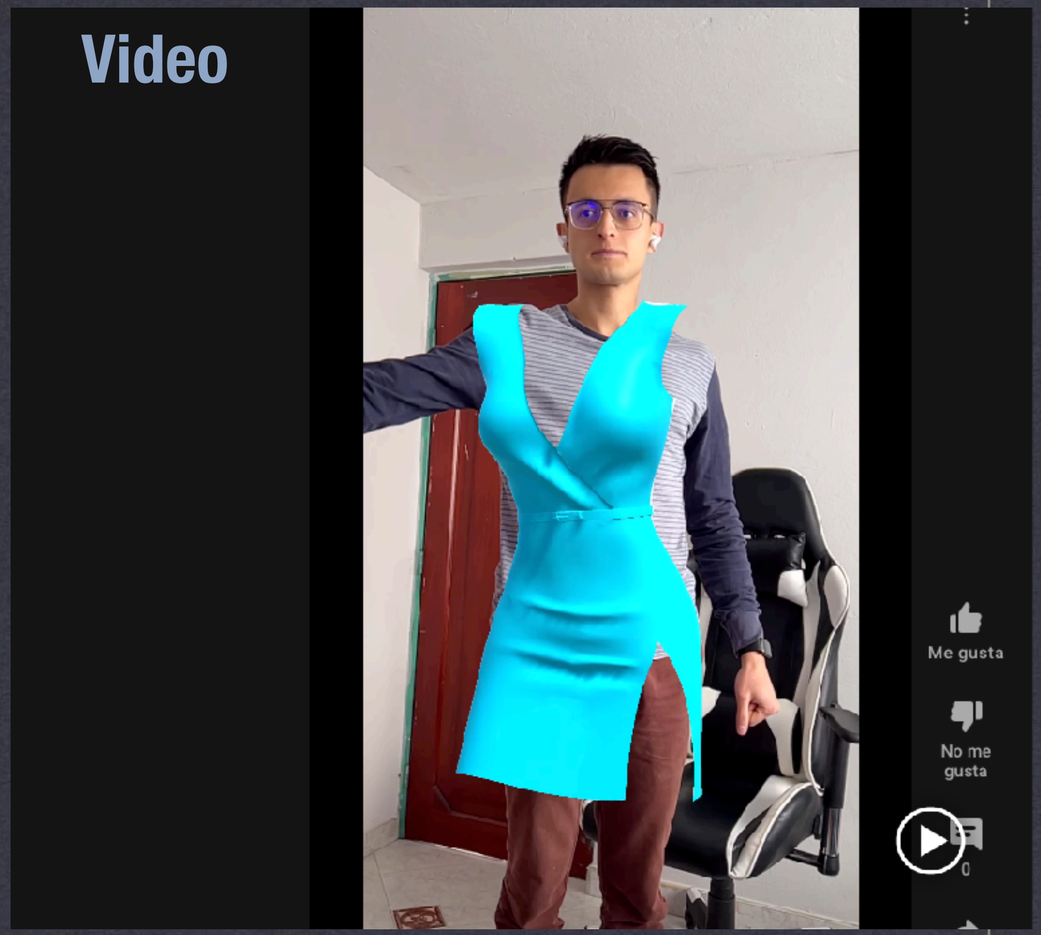
- Development in Unity Engine
  - AR Foundation 4
  - Unity Particle system

After this demo, I decided to record and publish a video tutorial about how to do it
https://www.youtube.com/watch?v=-QSAuXFOcBY

Repo: https://github.com/batiacosta/GrazilesAR.git



Video



PROJECT

AR BODY TRACKING

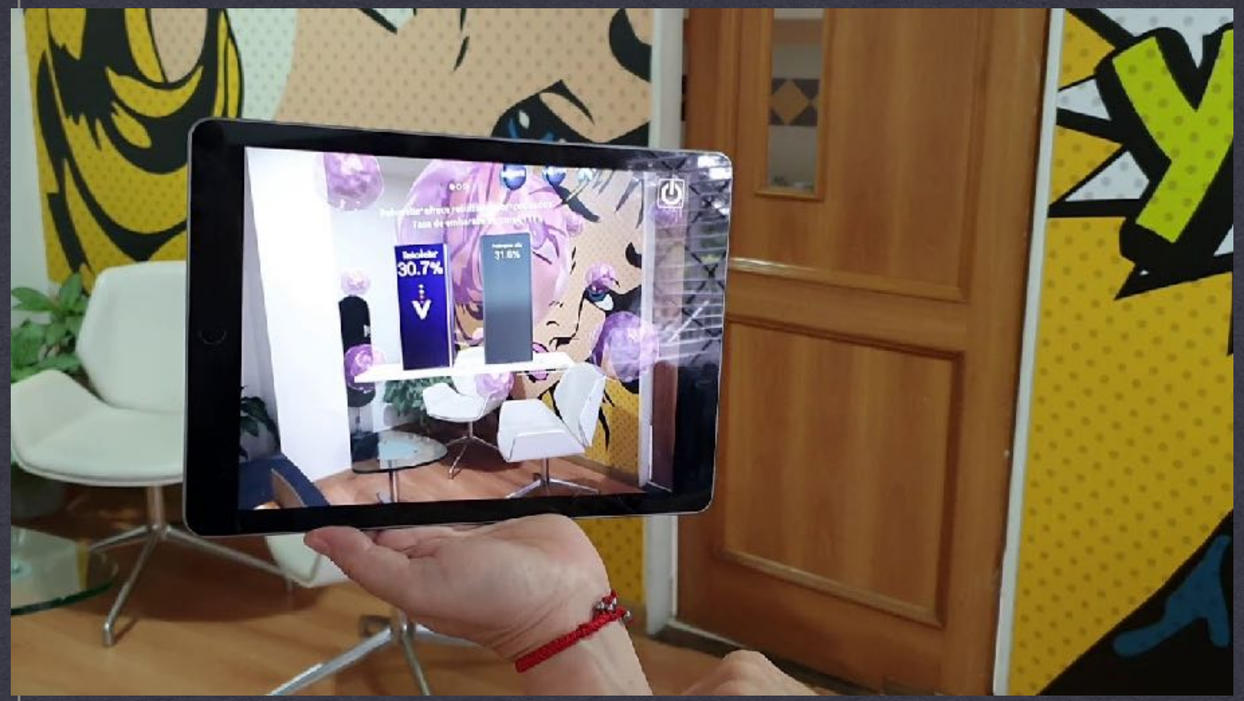
Platform: iPhone

AR body-tracking testing

ACTIVITIES

- Development in Unity Engine
  - AR Foundation 4
  - http requests for textures downloading
- Body tracking is only available for iOS devices

Repo: NA



Video

PROJECT

REKOVELLE AR

Platform: iPad

AR interactive presentation

Published on Appstore

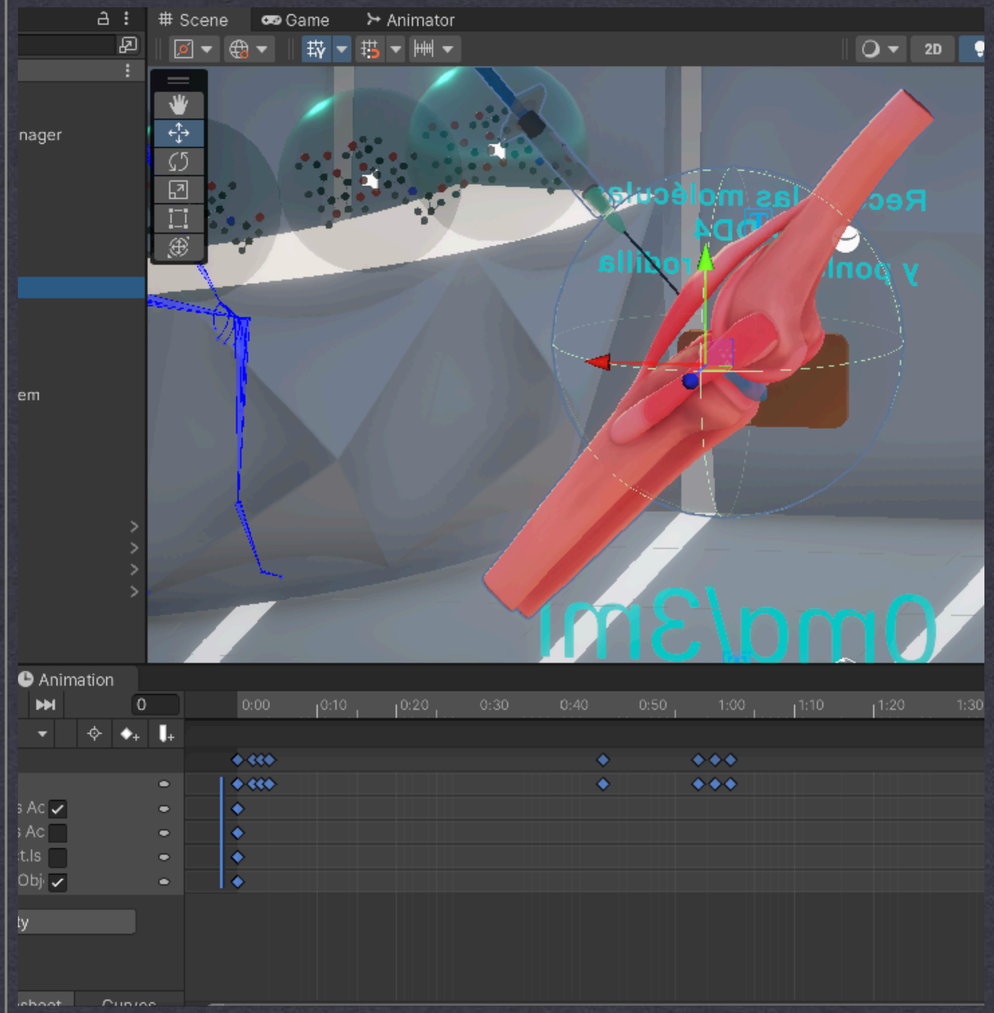
Download:

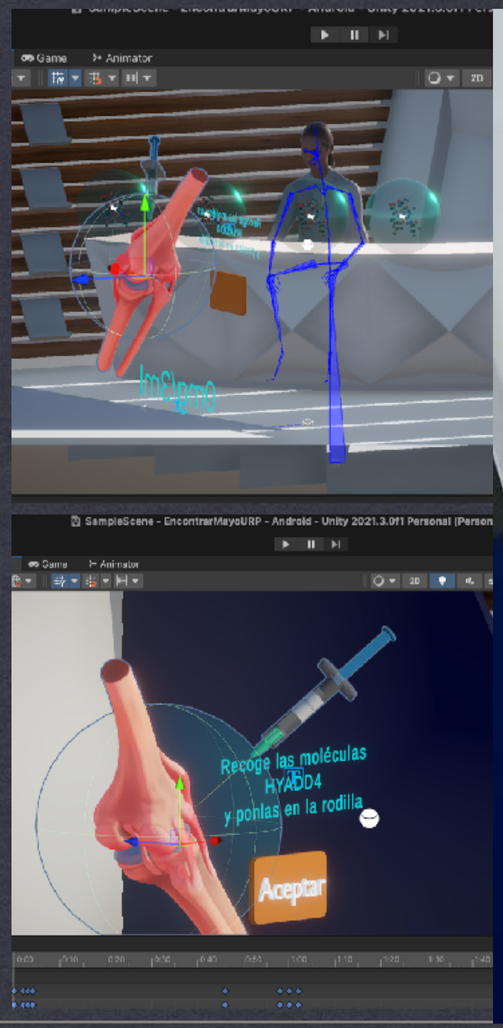
ACTIVITIES

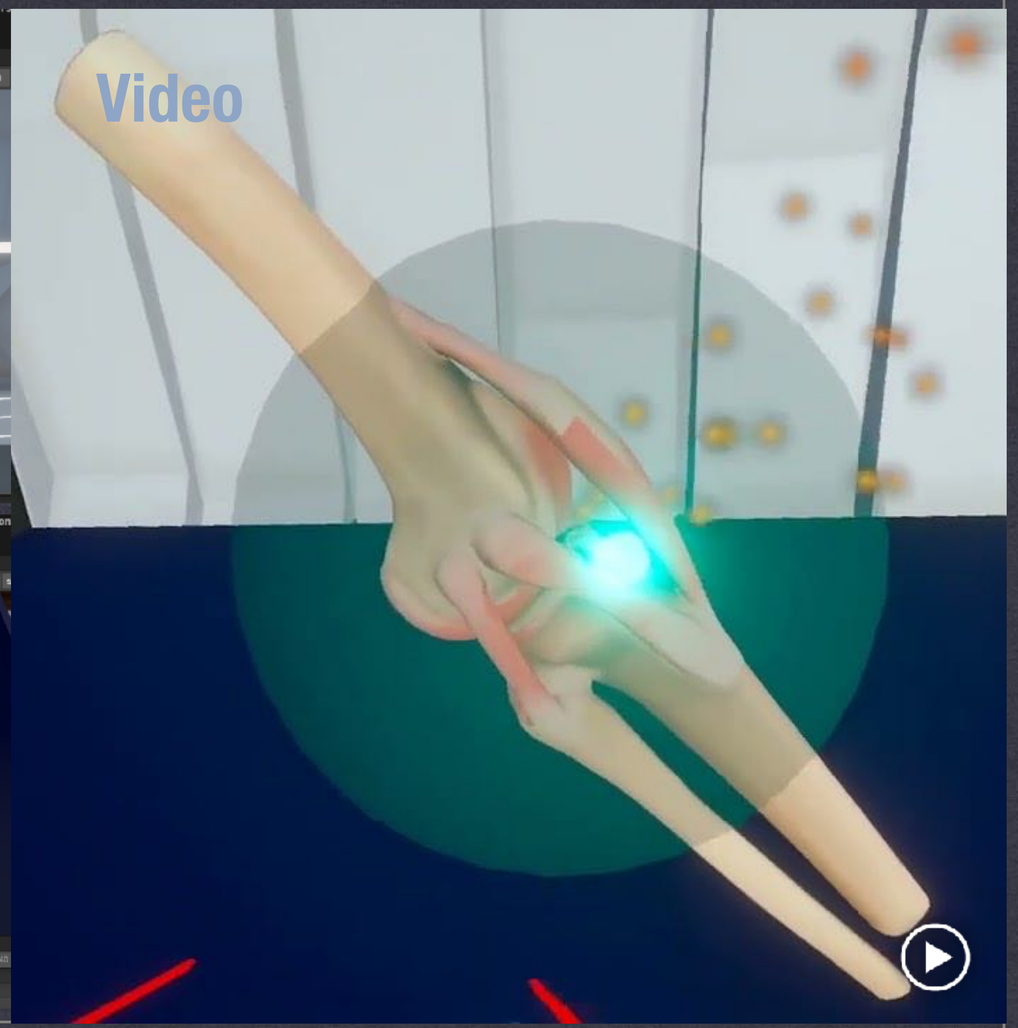
- Development in Unity Engine
  - AR Foundation
  - Unity Particle system
  - Audio management
  - Animations
- 3D Modeling in Blender #D

Repo: NA

VR PROJECTS







PROJECT

HYMOVIS VR

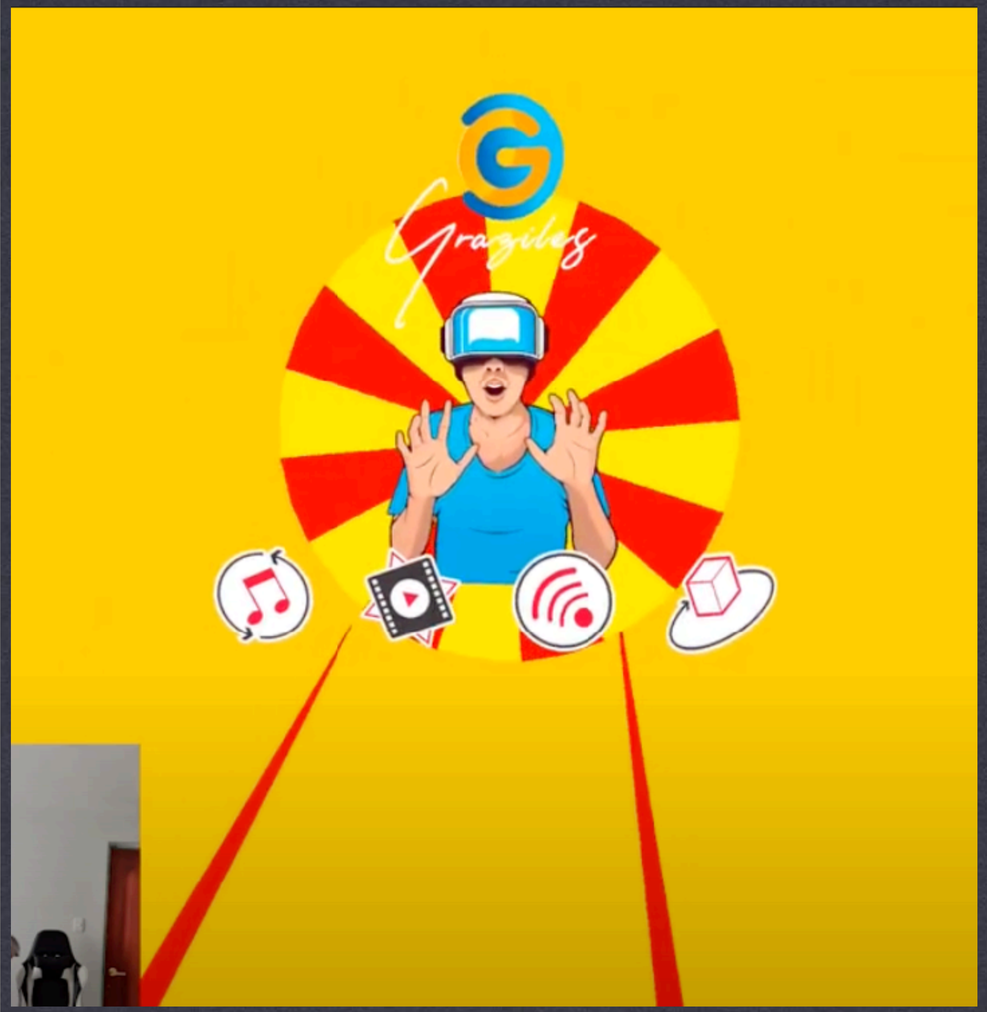
Platform: Oculus Quest 2

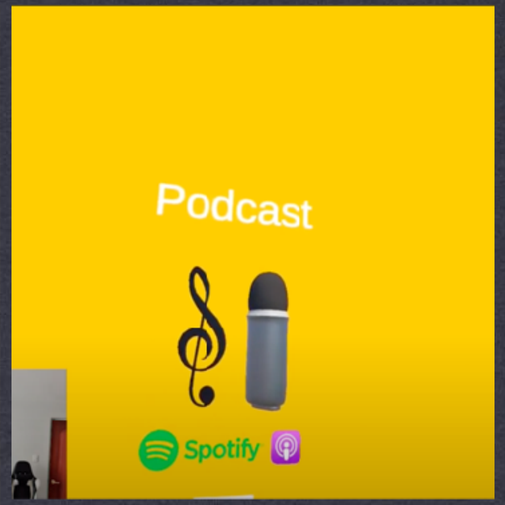
VR mini game

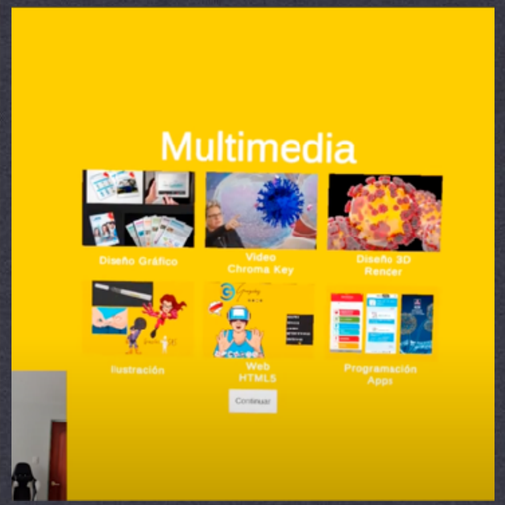
ACTIVITIES

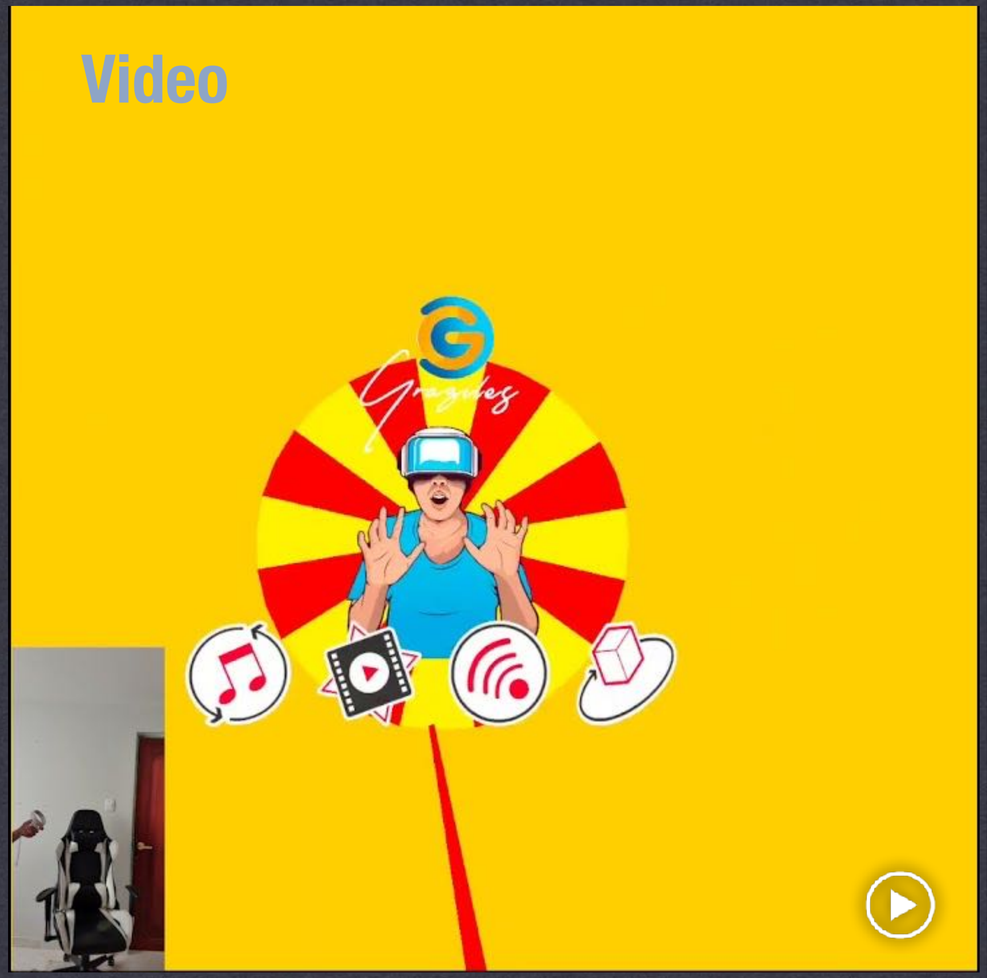
- Game design
- Development in Unity Engine
  - XR Interactions toolkit 2.0.2
  - Oculus XR plug-in
- Rigging and animation of the knee in Blender 3D and Unity Engine
- 3D modeling of hyaluronic acid molecules, and custom syringe in Blender3D

Repo: https://github.com/batiacosta/EncontrarMayoURP.git









PROJECT

GRAZILES PORTFOLIO DEMO VR

Platform: Oculus Quest 2

VR presentation

ACTIVITIES

- Development in Unity Engine
  - XR Interactions toolkit 2.0.2
  - Oculus XR plug-in
- Animation of elements in Unity EngineD

Repo: NA

MIXED REALITY PROJECTS

ASTELLAS MR

Platform: Hololens 1

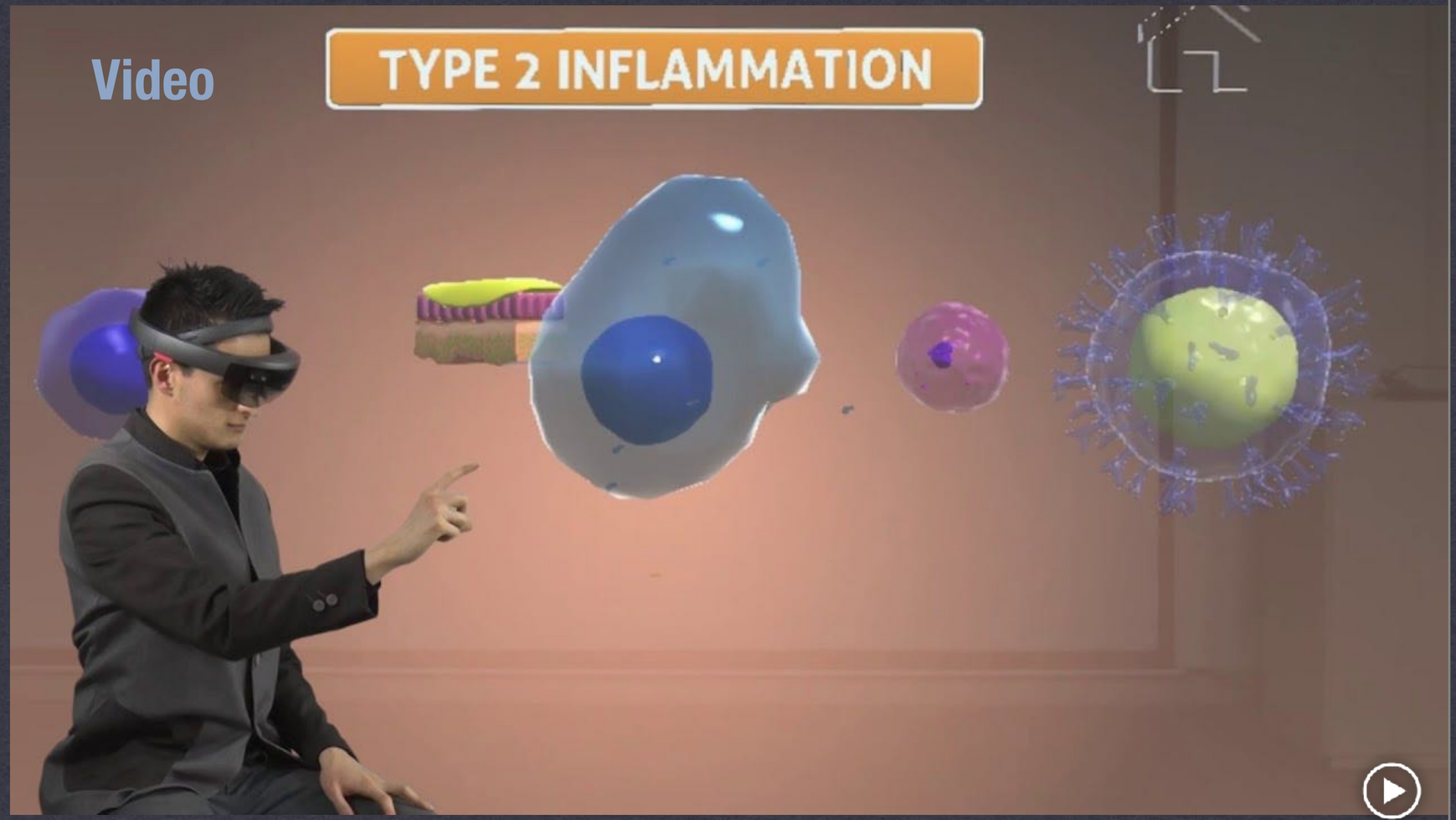
MR interactive presentation

- UNITY ENGINE PROGRAMMING
  - MRTK I (2014)
  - ANIMATOR
  - AUDIO MANAGEMENT
- 3D MODELING ON BLENDER

TYPE 2 ASTHMA

Platform: Hololens 1

MR interactive presentation



- UNITY ENGINE PROGRAMMING
  - MRTK I (2014)
  - ANIMATOR
  - AUDIO MANAGEMENT
- 3D MODELING ON BLENDER

APPS (FLUTTER)

PROA UNAL

Platform: Android / iOS

App with quick guides about antimicrobials for medicine professionals.

- FLUTTER FRAMEWORK

Download:

YOUTUBE CHANNEL

OCTE
TUTORIALS ABOUT UNITY ENGINE,
BLENDER 3D AND PROGRAMMING

HTTPS://WWW.YOUTUBE.COM/CHANNEL/
UCLO1EPVAIPCPUTLKWMGALBA