



BRIAM MORA

Full Stack Engineer | XR & AI Enthusiast

About Me

Software Engineer specializing in interactive web, passionate about XR, AI, and crafting innovative digital experiences.



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[briammora](#)

Languages

- Spanish (Native)
- English (C1)
- German (B2)

Expertise

- React.js | Next.js
- Node.js
- Three.js
- C# | Unity
- AWS
- Unreal Engine

Mentions

- [GRIA 2023](#)
- [Immerso Startup](#)
- [Airport AR](#)

Experience

Software Development Lead - Gensler

2022 - 2024

Led the development of applications for Meta Quest, Vision Pro, and web platforms, leveraging technologies like React.js, Node.js, and Unreal Engine. Managed cross-functional teams to deliver scalable, user-centric interactive platforms.

Chief Technology Officer - DoitXR

2022

Directed the development of a LMS platform for large corporations. Built cross-platform training solutions using Next.js, Firebase, and Unity.

Founder - Immerso

2021 - 2022

Created a web platform for interactive marketing, enabling tourism businesses to implement webVR content, developed using React.js, Three.js, Django and AWS.

XR Developer - WOW Emotions

2021 - 2022

Developed interactive applications using React.js, Three.js and Unity for Android, Meta Quest, and web platforms.

Full-Stack Developer - Edify

2019 - 2021

Developed web applications for EdTech companies using Ruby on Rails, React.js, and Node.js.

Education

MIT Professional Education

Strategic Technology Roadmapping and Innovation
2022 - 2023

Copenhagen Institute of Interaction Design

Designing with Blockchain
2021

Instituto Tecnológico de Costa Rica

BSc Computer Science
2014 - 2019