

# GUILLEM BARCELÓ ORTS

Multimedia Engineer | Unity & XR Developer

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Guillem Barceló Orts

Web Portfolio



## EXPERIENCE

### Unity 3D Developer (Internship)

#### Escuela de Ciencia

Sept 2021– Jan 2022

Valencia (Spain)

- Development of **VR & AR** applications for educational and entertainment usage built in **Unity**

### DCX Unity 3D Developer (Internship)

#### Capgemini

July 2022 – February 2023

Valencia (Spain)

- Development of **VR** applications for Oculus Quest and prototypes for immersive 3D experiences using **Unity**.

### Web Developer (Full Time)

#### Universitat Catòlica de València

March 2023 – April 2024

València (Spain)

- Development and design of **web applications** related to the University as well as **data base management**.

For those tasks, I used and learned **API REST**, **C#**, **SQL**, **ASP.NET** and Visual Basic.

### Project Engineer (Full Time)

#### i2CAT Foundation

April 2024 – Ongoing

Barcelona (Spain)

- Development and maintenance of the **Unity VR/XR Holoconference** application, which is based on point clouds.

The application uses RGB-D cameras for depth mapping and user representation, supports online audio communication, and enables interactive features.

My main role in this project includes **mixed reality integration**, implementing interactions, enhancing user experience, and managing **SDK development and maintenance**.

## EDUCATION

### Multimedia Enginnering Degree

#### Escola Tècnica Superior d'Enginyeria (ETSE-UV)

2017-2024

Valencia, Spain

### Visual Informatics

#### ERASMUS Program (Masarykova Univerzita)

2020-2021

Brno, Czech Republic

## PERSONAL INFO

I am good at **problem solving** and implementing effective solutions.

Continuously expanding my skills learning from my enviroment and also as a **self-taught** professional. My collaborative nature enhances **teamwork** and project success.

With a **driving license**, ready for on-site projects and **open to relocation** for new job opportunities.

## SKILLS

Unity Git C# Virtual Reality

Python C++ Java

HTML CSS JavaScript Three.js

Blender Simulation Computer Graphics

API REST ASP.NET SQL Visual Basic

Jira Agile Methodology SCRUM

## LANGUAGES

Spanish ● ● ● ● ●

Catalan ● ● ● ● ●

English (B2) ● ● ● ● ●

## PROJECTS

### Personal Portfolio

guibaor.github.io

- Personal portfolio and showreel with the results of some works made at university with some info about each project