CHRISTIAN FERNANDO GUTIÉRREZ

Virtual & Augmented Reality Software Developer, Prototyper and UX Engineer

@ GutierrezChristianF@gmail.com in linkedin.com/in/ChristianFGutierrez

\$\square\$ 1-760-460-1075 \quad \quad \text{www.VirtualVelociraptor.com}\$



PROFESSIONAL EXPERIENCE

Adobe - Software Development Engineer (Photoshop QE)

May 2020 - August 2020

- **♀** San Jose, CA [Remote due to COVID]
- Expanded an existing web-based visualization tool used for displaying results of daily automation tests. Developed the app using MERN
- Designed a 55 screen high-fidelity protoype using Adobe XD, conducted user interviews and iterated on design based on feedback

Qualcomm Corporation – XR Software Engineer

August 2019 - February 2020

- San Diego, CA
- Co-developed a 3D simulation of a motion capture system in Unity, rendering a virtual HMD inside configurable synthetic environments
- Simulation outputs HMD pose estimation, IMU data and camera images, to validate proprietary 6DoF inside-out tracking algorithm

Center for Cyber-Archaeology and Sustainability

Virtual Reality UI/UX Researcher

- m April 2017 March 2018
- San Diego, CA
- Led the design, prototyping and implementation of the user interface for an interactive public exhibit, comprising a 6-monitor CAVE display
- Project is used to visually showcase large collection of archaeological data, such as 360 images, 3D models and point cloud environments

Intel Corporation – VR Software Engineer

- ## June 2017 September 2017
- Santa Clara, CA
- Designed and prototyped a VR exercise app that animates the body pose of the user's avatar dynamically, based on external camera data
- Provide real-time visual feedback of user accuracy based on their attempts to match their body poses with those of the virtual coach

Nanome Inc - VR Software Engineer Co-Op

- math April 2016 June 2017
- San Diego, CA
- Built image and video recording feature to enable scientists to collaboratively visualize, design and simulate new drugs in VR
- Refactored code base to transfer 3D vector math application from Oculus Rift desktop into a mobile version for Samsung Gear VR

NASA Jet Propulsion Laboratory - AR Software Engineer

- **#** June 2016 August 2016
- Pasadena, CA
- Implemented interaction techniques to manipulate spacecraft 3D models, for an AR multi-user holographic communication application
- Implemented various key features including design tools such as rotation widgets, position reset, tool tips, and preset option buttons

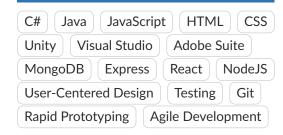
Volunteer Teacher in Africa - Math, English, Geography

- # June 2018 December 2018
- Various African Countries
- Traveled through 6 southern African countries volunteering at public elementary schools teaching children from low-income townships

Laz Hospitality and Valet - Supervisor

- March 2011 October 2015
- San Diego, CA
- Client-facing services & location management at hotels + restaurants

SKILLS



EDUCATION

Georgia Institute of Technology

MS. Interactive Computing, Human-Computer Interaction

University of California, San Diego

BS. Computational Cognitive Science BS. Minor: Computer Science

Grossmont-Cuyamaca College

AS. Mathematics (Honors)

Imperial Valley College

AA. Social Science

PROJECTS

Cyber-Archaeology VR Hackathon

1st Place Winning Team
Developed an interactive educational
journey that guided users in excavating and
processing a copper artifact

SHPE Reach Hackathon

1st Place Winning Team Constructed a proof-of-concept prototype of a smart leg brace to be used by people with muscular dystrophy

LA Hacks (2016)

Top 5 finalist teams
Designed an interactive educational VR
experience for learning vector calculus

LEADERSHIP

- -GEM Scholarship Full Fellow 2020
- -Code2040 Fellow 2017
- -Intel Scholar 2017
- -Society of Hispanic Professional Engineers (SHPE)
- -Virtual Reality Club at UCSD
- -Theta Tau Professional Fraternity
- -MEDLIFE Nonprofit Org Volunteer