

Jared de Monteiro

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EDUCATION

University of Miami

Computer Science & Interactive Media B.S. and Mathematics Minor

Expected May 2026

GPA: 3.82

- Relevant Coursework: Game Programming, Computer Graphics, Game Studies, Animation & VFX, UX Design, Software Engineering, Interaction Design, Augmented Reality, Building Virtual Worlds, Artificial Intelligence

PROFESSIONAL EXPERIENCE

Virtual Experiences Simulation Lab | Miami, FL

November 2023 - Present

Lead Developer

- Developed XR games/projects in Unity (C#), which have world impacts that span from healthcare training, education, mental health research, narrative storytelling, and gaming
- Implemented gameplay systems, player movement, interactable objects, dynamic NPC AI movement, realistic vehicle movement, Meta Quest, and HTC Vive connection
- Led teams of 3D modelers, UI/UX Designers, and other Unity developers to deliver fully deployable projects

Corsair - Origin PC | Milpitas, CA + Miami, FL

May - December 2024

Web Design Intern

- Updated website content using JavaScript, HTML, and CSS, improving UX across multiple product pages
- Connected frontend interface with internal APIs to dynamically render product configuration and pricing data
- Designed custom UV prints for PC cases using Photoshop and Illustrator, contributing to product personalization
- Created promotional graphics for social media campaigns, increasing user engagement

Kappa Theta Pi - Professional Technology Fraternity | Univ. of Miami

June 2023 - Present

Co-founder, Director of Website & Technical Operations, VP of Technical Development

- Developed the official website using Next.js, displaying general information on the fraternity, events, and members
- Initiated and mentored members, arranged workshops to improve members' technical skills in coding, design, etc.

PROJECTS

Swampocalypse

February 2024 - Present

Unity, C#, Arduino IDE, Motion SDK, Meta Quest

- Created a location-based VR airboat simulator set in the Miami Everglades, deployed on Meta Quest
- Integrated Motion SDK with Unity to connect in-game vehicle movement to Qubic's QS-S25 advanced motion cockpit
- Led collaboration with artists, designers, and engineers to deliver an immersive educational experience

Plant Puzzles

September 2025 - Present

Unreal Engine 5, C++, Blueprints

- Developing a third-person puzzle adventure centered on environmental restoration and gardening
- Implementing gameplay systems in C++ and Blueprints for interactive planting and environmental puzzles
- Designing intricate levels that blend exploration, learning, and environmental storytelling

Prospective Memory Tests

Spring 2025 - Present

Unity, C#, Blender, OpenAI API, Meta Quest

- Developed tests based on VR to detect if the user has signs of minor cognitive impairment or Alzheimer's disease
- Utilized OpenAI APIs to evaluate users' responses, both physical and verbal, enabling adaptive gameplay
- Created models in Blender, developed in Unity, and programmed in C#

SKILLS & INTERESTS

- **Programming Languages:** C#, C++, Java, JavaScript, TypeScript, HTML, R
- **Skills:** Unity, Unreal Engine, Blender, Maya, Photoshop, Illustrator, After Effects, Next.js, Figma, Virtual Reality, Teaching
- **Interests:** Game Development, Animation, 3D Modeling, Web Development, Graphic Design

AWARDS & HONORS

Horizon AI Hackathon 3rd Winner - University of Miami

February 2025

- Developed AI-powered NPCs for video games, giving users dynamic, real-time conversations

Entertainment Software Association Scholar

Fall 2025

- National award for students pursuing careers in the gaming industry