DIOGO CUNHA

PROFILE

Biomedical engineer, that acidentally became an XR developer. Creativity and enthusiasm helped me turning ideas into "things". Striving to be a better engineer, colleague and leader

EXPERIENCE

Balgrist University Hospital - UZH
TECHNICAL TEAM LEAD

📍 Zurich, Switzerland
Jun 2025 - Present

- Leading a team of researchers and engineers to develop an XR app to train surgeons

`Unity 3D` `Design` `Project Management` `3D Reconstruction`

Meta
XR DEVELOPER

📍 Zurich, Switzerland
Jan 2023 - Jan 2025

- Designed and developed a patented MR Co-presence technology
- Developed XR prototypes for Reality labs
- Demoed mine and other projects to Meta's leadership.

`Unity 3D` `C#` `3D Math` `Blender` `Mixed Reality` `Project Management` `Co-Presence` `Netcode`

Witty Platypus
VR DEVELOPER + CO-FOUNDER

📍 Lisbon, Portugal
Jan 2021 - Aug 2023

- Main developer and technical artist in "Beers and Boomerangs"
- Best Internation Indie Game at PGA awards and Nominee for Best Game in IGN's Rogue Jam.
- Published the game on 5 Platforms (Oculus, Pico, Steam, iQIYI, HTC)

`Unity 3D` `C#` `3D Math` `Blender` `Virtual Reality` `Project Management` `XR` `UX Design` `Physics`

Perspectum
DATA SCIENTIST

📍 Oxford, UK
April 2019 - Jan 2021

- Saved thousands of company working hours automating extremely laborious and complex manual processes using deep-learning applied to 3D medical Imaging
- Developed tools for data-visualization that are used across multiple teams
- Developed 3D visualizations of MRI images for business and marketing purposes

`Python` `Bash` `Machine Learning` `Medical Image` `ECG` `Docker` `AWS` `AI` `DICOM`

Institute of Neural Engineering
MASTER'S THESIS RESEARCH INTERN

📍 Graz, AT
Jan 2018 – Aug 2018

- I managed my own project developing a mind-controlled game using machine learning on EEG data

`MATLAB'` `Signal Processing` `Paradigm Design` `C#` `Machine Learning` `EEG` `EMG`

EDUCATION

BSc & MSc in Biomedical Engineering and Biophysics
University of Lisbon
Sep 2013 - Nov 2018
Maths, physics and chemestry applied to medical equipment and biosignal processing

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🌐 diogo-cunha.com

📍 Switzerland

SKILLS

Programming: Python, C#, Bash, MATLAB
3D Image: Blender, ITK-SNAP, Unity
Developer Tools: Git, Docker, AWS, Mercurial
Misc: Adobe Photoshop, Adobe AfterEffects, LaTeX

LANGUAGES

Portuguese	Native
English	C2
Spanish	B1

INTERESTS

Design	Bossa Nova
KiteSurf	Bouldering
Longboard	Virtual Reality