

# DIOGO CUNHA

## PROFILE

Creativity and enthusiasm helped me turning ideas into “things”. Striving to be a better engineer, colleague and leader

## EXPERIENCE

### Meta

📍 Zurich, Switzerland

#### XR DEVELOPER

Fev 2023 - Present

- Developing XR prototypes for Reality labs
- In less that 6 months in the company, I designed and developed a MR Co-presence technology that is being patented
- Demoed mine and other projects to Meta's leadership, including the CTO

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

### Witty Platypus

📍 Lisbon, Portugal

#### VR DEVELOPER + CO-FOUNDER

Jan 2021 - Present

- Main developer and technical artist in the team of 2 that developed Beers and Boomerangs
- Nominee for Best Game in IGN's Rogue Jam.
- Best Internation Indie Game at PGA awards.
- Published the game on 5 Platforms (Oculus, Pico, Steam, iQIYI, HTC)
- Co-Founded the company

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

### Perspectum

📍 Oxford, UK

#### DATA SCIENTIST

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 user-friendly API-based pipelines to ease processes otherwise time-consuming
- 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 MRI Docker AWS AI DICOM

### Joysys

📍 Graz, Austria

#### PRODUCT DEVELOPER INTERN - PART-TIME

Feb 2018 – Aug 2018

- Worked on the documentation, legislation and early-stage development of medical software

### Institute of Neural Engineering

📍 Graz, AT

#### MASTER'S THESIS RESEARCH INTERN

Jan 2018 – Aug 2018

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

MATLAB Data Processing Paradigm Design C# Machine Learning

## EDUCATION

### BSc & MSc in Biomedical Engineering and Biophysics

University of Lisbon

Sep 2013 - Nov 2018

Specialised in data analysis



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📍 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