# DIOGO CUNHA

# **PROFILE**

Creativity and enthusiasm helped me turning ideas into "things". Striving to be a better engineer, coleague and leader

# **EXPERIENCE**

Meta

#### XR DEVELOPER

Zurich, Switzerland

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













## 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 Roque Jam.
- Best Internation Indie Game at PGA awards.
- Published the game on 5 Platforms (Oculus, Pico, Steam, iQIYI, HTC)
- Co-Founded the company











### Perspectum

Oxford, UK

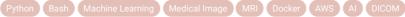
#### **DATA SCIENTIST**

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















# Joysys

# 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

Graz. Austria

# 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

Programming: Python, C#, Bash,

**MATLAB** 

3D Image: Blender, ITK-SNAP, Unity Developer Tools: Git, Docker, AWS,

Mercurial

Misc: Adobe Photoshop, Adobe AfterEfects, LaTeX

## = LANGUAGES =

Portuguese Native English C2 Spanish R1

Design Bossa Nova KiteSurf Bouldering Longboard Virtual Reality