

# Laura Magdaleno Amaro

Software developer; XR, 3D, Web

[laumagg.github.io](https://laumagg.github.io)

[linkedin.com/in/laura-magg-amaro/](https://linkedin.com/in/laura-magg-amaro/)

## Education

### University of Applied Sciences Berlin

Berlin, Oct 2022 - expected Sep 2025

Master of Applied Computer Science  
(Visual Computing)

### University of Applied Sciences Berlin

Berlin, Oct 2019 - Oct 2022

B.Sc. Environmental Computing

## Tech Stack

### XR

Unity 3D  
C#  
.NET  
ARCore  
ARFoundation  
Vuforia  
XR Int. Toolkit  
Oculus Int. SDK  
MRTK  
Netcode  
Mirror  
PlayMaker FSM  
VFX Graph  
Blender

### Web

HTML  
CSS  
JavaScript  
Jekyll  
Flask  
Django  
WordPress  
  
**Others**  
Python  
C++  
Java  
SQL databases  
GIS  
LaTeX  
Git (-Hub, -Lab)

## Languages

### Mother tongues

Spanish  
Catalan

### Other languages

German (C1)  
English (B2)  
Italian (B2)

## Personality

### Soft skills

Reliability  
Analytical thinking  
Open to criticism  
Teamwork

### Interests

Digital art  
Sustainability  
Artificial Intelligence

## Experience

### Graduate Research Assistant

Berlin, Sep 2023 - Now

Fraunhofer Heinrich-Hertz-Institute, Berlin  
Visual and Imaging Department

- Development of a VR project for 3D live streaming of events with Unity
- Scripting in C#, VLC Player Plugin

### Augmented Reality Developer

Berlin, Jul 2023 - Aug 2023

ZAUBAR UG, Berlin

- Development of an interactive AR minigame for Android and iOS with Unity
- Scripting in C#, custom packages creation for Unity

### Graduate Research Assistant

Berlin, Dec 2022 - Jun 2023

in the project *XR\_Unites* of the research group INKA  
(University of Applied Sciences Berlin)

- Development of a VR application in the cultural sector with Unity
- Scripting in C#, visual programming with FSMs
- Maintenance of the *XR\_Unites* website (WordPress)

### Undergrad Research Assistant

Berlin, Feb 2022 - May 2022

in the project *XR\_Unites* of the research group INKA  
(University of Applied Sciences Berlin)

- Development of a MR- and a VR-application in the cultural sector with Unity
- Scripting in C#, visual programming with FSMs
- Development and maintenance of the *XR\_Unites* website with WordPress

## Other Projects

### DIKE 2023

Kuching, Malaysia; March 2023

*Weaving Dreams*, an AR game for Android  
Unity, C#, ARCore

### Development of an interactive AR display of the Berlin Air Quality Monitoring Network data

Berlin, Apr 2022 - Sep 2022

3D data visualization with AR

*AR-Luft*, prototype of the bachelor thesis

Unity, C#, AR Foundation, MapBox, API, Blender