Laura Magdaleno Amaro

Software developer; XR, CV, 3D

laumagg.github.io
linkedin.com/in/laura-mag-amaro/

Education

University of Applied Sciences Berlin

Berlin, Oct 2022 - expected March 2026

M.Sc. Applied Computer Science
(Visual Computing)

University of Applied Sciences Berlin

Berlin, Oct 2019 - Oct 2022

B.Sc. Environmental Computing

Tech Stack

XR	**Web**
Unity 3D	HTML
C#	CSS
.NET	JavaScript
ARCore	Jekyll
ARFoundation	Flask
Vuforia	Django
XR Int. Toolkit	WordPress
Oculus Int. SDK	
MRTK	**Others**
Netcode	Python
Mirror	C++
PlayMaker FSM	Java
VFX Graph	SQL databases
Blender	GIS
	LaTeX
	Git (-Hub, -Lab)

Languages

Mother tongues	**Other languages**
Spanish	German (C1)
Catalan	English (B2)
	Italian (B2)

Personality

Soft skills	**Interests**
Reliability	Digital art
Analytical thinking	Sustainability
Open to criticism	Artificial Intelligence
Emotional 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
- 3D object insertion in 360 video, scripting in C#

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

Choreographic Plant Room

Berlin, Mar 2024 - Nov 2024

Interactive live performance with HoloLens 2
Unity, C#, MRTK, Blender

MIT Reality Hack 2024

Boston, USA; January 2024

Super Smash Trash, an MR game for Meta Quest
Unity, C#, Meta Presence SDK