

Luis Baptista

Desenvolvedor de software

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📍 São Paulo, Brasil

EXPERIENCE

Software developer

MondoDX

01/2019 - 10/2021

Tasks

- C# development
- Unity3D
- AR/VR/MR experiences
- SQL Database
- Web development (Python/Flask e C#/.NET).

Software development

MedRoom - Ânima

10/2021 - Present

Tasks

- Unity3D
- Virtual reality
- Mobile development

EDUCATION

Graduation

PUC - SP

02/2016 - 12/2018

Course

- Game development

Tech School

COTEC - UNESP

02/2010 - 12/2012

Course

- Industrial computing

SKILLS

C#

XR

Unity3D

SQL Database

Python|Flask

.NET

HTML

CSS

JS

React.js

Git

PROJECTS

Motorola (01/2019 - 12/2019)

- Mobile applications
- Augmented Reality applications
- Virtual Reality applications
- WEB API Integration
- Database design
- WEB API development

Kimberly Clark (06/2019 - 12/2020)

- Research apps made by Unity
- Mixed Reality application (Oculus Rift + Leap Motion + ZED Camera)
- WEB API Integration
- Database design

Ndestry (08/2019 - 10/2021)

- Preventive maintenance app
- Augmented reality
- Database design
- WEB API development

LNG Distribution VR (05/2020 - 05/2021)

- VR application to check logistics elements in Liquid Natural Gas distribution system.
- ArcGIS - Third party SDK for maps
- Hand tracking
- WEB API integration

Ball (01/2020 - 05/2020)

- Augmented reality application
- WEB API Integration
- Database design
- Using Addressables Assets System to download user-created prefabs

MedRoom Anatomy - VR (10/2021 - 12/2021)

- Virtual reality anatomy laboratory
- VR UI development and integration
- WEB API Integration

MedRoom Anatomy - Mobile (01/2022 - Present)

- Virtual anatomy laboratory (mobile version)
- WEB API integration
- Features creation
- Performance optimization

IDIOMAS

Inglês

Full Professional Proficiency

Espanhol

Full Professional Proficiency