Raimon Mercé Gotsens

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EXPERIENCE

Front-End 3D Developer
Dec 2024 – Present (4 months...)

Union Avatars — *Barcelona, Spain*

- Creating and improving features for avatar customizer and generating new interactive virtual spaces. (TypeScript, React, Blender, Three JS)
- Enhancing scenes rendering using shaders and postprocessing technics (TypeScript, React, Three JS, GLSL, Shaders).
- Adapting 3D scenes and avatars to Pico VR devices (Unity, C#, Blender).

Front-End Developer
Nov 2023 – Nov 2024 (1 year)

TMRW Foundation — *Barcelona, Spain*

- Developing features for a 3D videocall application Room 3D using the company 3D engine, the NativeEngine (OpenGL, WebGL) dealing with MediaStreams of audio and video between multiple users (Typescript, React)
- Integrated and configuring Sentry for real-time logging, error tracking, and performance monitoring, improving debugging efficiency and system reliability

Front-End 3D Developer
Sep 2022 – Aug 2023 (1 year)

Floorfy — *Toyohashi, Japan/ Barcelona, Spain*

- Created a 3D graphics visualization tool for indoor scene generation (ThreeJS, JavaScript, Shaders, GLSL).
- Master's Thesis: Developed a Scene Understanding and Scene Synthesis pipeline using Deep Learning models for detecting and generating indoor scenes (Python, Deep Learning, Computer Vision).

Back-End Developer
Sep 2020 – Aug 2021 (1 year)

Floorfy — *Barcelona, Spain*

- Implemented new back-end features using Symfony (PHP), AWS and MySQL.
- Developing a solution for bills and payments management for all type of clients and a notification system using Stripe and Mailchimp APIs.
- Integration of HubSpot API for marketing and sales department and implementation of all the scripts to migrate the needed MySQL information.

Web Developer
Jul 2019 – Aug 2019 (2 months)

European Central Bank — *Frankfurt, Germany*

- Internship focused on developing a website (HTML, CSS, JavaScript) to manage the institution bus schedules and OutLook messsage automatization (VBA)

VR/AR Developer
Sep 2018 – Jul 2020 (1 year 11 months)

CIMNE — *Barcelona, Spain*

- Developing a project in Unity (C#) for AR devices (Magic Leap) to show the capabilities and features of AR technology.
- Setting up a 3D multi-projector room in order to stream 2D/3D content from any device using local network.

EDUCATION

IMLEX Master
Finland, France and Japan

Master in Imaging and Light in Extended Reality at: — *Sep 2021 – Aug 2023*

- University of Eastern Finland (UEF)
- Université Jean Monnet (UJM)
- Toyohashi University of Technology (TUT)

Czech Technical University (CTU)
Prague , Czech Republic

Erasmus Exchange Program — *Sep 2019 – Feb 2020*

Polytechnic University of Catalonia (UPC)
Barcelona, Spain

Bachelor's Degree in Computer Science, Major in Software Engineering — *Sep 2016 – Jun 2020*

Prizes and Awards

Bachelor's Thesis awarded with distinction: Unity platform for creating VR work environment simulations.
HackNight UPC 2018: Best Project, Project using happiness parameter of Twitter API.
Esplugues City Award on Science: Software modeling comparison (3ds Max / Blender)

Technical Skills

Languages: TypeScript, JavaScript, Python, C#, C++, PHP, GLSL, HTML/CSS
3D/VR/AR: Three JS, R3F, Unity, OpenGL,WebGL, Blender
Front-end: React, Vite, Figma, Tailwind
Back-end: Symfony, AWS, MySQL
Dev Tools: Git, Docker, Jenkins, Npm, Visual Studio
ML/DL: TensorFlow, PyTorch, Keras, Sklearn
Others: Latex, Unix, Jira, Trello

Languages

Catalan: Native
Spanish: Native
English: C1