

# Raimon Mercé Gotsens

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## EXPERIENCE

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### 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 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 (NativeEngine) and React on the Front-End side.

### 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).

### 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.

### 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

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### 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 Degree in Computer Science, Major in Software Engineering*

*Sep. 2016 – Jun. 2020*

## PRIZES AND AWARDS

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**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

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**Languages:** TypeScript, JavaScript, Python, C#, C++, PHP, GLSL, HTML/CSS

**3D/VR/AR:** Three JS, R3F, Unity, OpenGL, Blender

**Front-end:** React, Node.js, Vite, Figma

**Back-end:** Symfony, AWS, MySQL

**Developer Tools:** Git, Docker, Visual Studio, Npm, Jenkins

**Libraries:** Tween, Drei, Tensorflow, PyTorch, Keras, Sklearn, NumPy, Matplotlib

**Others:** Latex, Unix, Jira, Trello

## LANGUAGES

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**Catalan:** Native

**Spanish:** Native

**English:** C1