

Joan Sebastian Garcia Ocampo

Unity developer



ABOUT

Unity Developer, graduate of Holberton School, with a strong passion for creating immersive and interactive experiences. Proficient in C# and C++, with hands-on experience in both Unity and Unreal Engine 5. I am a collaborative team player, skilled in applying Agile methodologies like SCRUM and using version control systems like Git to deliver high-quality, polished projects.

TECHNOLOGIES

- C#
- Unity
- Unreal Engine 5
- C
- .NET
- C++
- Flask
- Git/GitHub
- Linux
- Vuforia
- ARtoolkit
- Blender

LANGUAGES

Spanish - Native
English - Conversational (C1)

CERTIFICATES

NASA - International SPACE APPS CHALLENGE - 2020
Python (Basic) Certificate
EFSET English Certificate (C2 Proficient)
Summer School in Game Art at Gobelins

MY PORTFOLIO

WORK EXPERIENCE

IMX3 ART(NiiMX) - Unity VR developer

- Developed and implemented core gameplay mechanics for immersive virtual reality (VR) experiences using Unity and C#.
- Integrated interactive systems, including object manipulation, user interface (UI), and locomotion to ensure a seamless and intuitive user experience.
- Optimized application performance, focusing on frame rate (FPS) stability and reduced loading times to meet the demanding requirements of VR hardware.
- Adapted and deployed projects for web platforms using WebGL, ensuring cross-browser compatibility and accessibility.

LiDARit - Unity/C# developer

- Engineered an AI-driven teacher simulation by integrating advanced artificial intelligence models with dynamic 3D avatars in Unity.
- Integrated conversational AI to enable realistic, context-aware interactions between the user and the AI avatar.
- Curated datasets and fine-tuned AI models on specialized educational topics to ensure accuracy and relevance in the simulation's responses.
- Developed the core logic for simulating diverse teaching scenarios, creating a powerful tool for professional training and assessment.

RainHope Games - Game developer (VR/web)

- Developed a portfolio of casual and educational web games from concept to deployment using Unity (WebGL) and C#.
- Optimized games for web platforms, successfully reducing build sizes for faster load times and ensuring smooth performance across various browsers and devices.
- Implemented key features including scoring systems, user progression, responsive UI/UX, and third-party asset integration.
- Maintained and updated the existing game library, debugging issues and adding new content to increase user engagement on the company's web portal.