

# Jaime Hernandez-Vazquez

Computer Engineer

## CONTACT

**Email** [jaimevazz@gmail.com](mailto:jaimevazz@gmail.com)  
**Phone** +52 (55) 5456-6560

## LOCATION

**Address** Cooper Landing Rd  
**Postal Code & City** NJ 08002 Cherry Hill  
**Region** Greater Philadelphia Area

## PROFESSIONAL SKILLS SUMMARY

**Unity Development** (Advanced proficiency): Unity Engine, C#, Android, iOS, AR/VR/XR  
**Web Development** (Intermediate proficiency): HTML, CSS, Javascript, Django, Svelte, Google Workspace  
**Embedded Development** (Basic proficiency): Arduino, Raspberry PI, C++, ASM, Python, Digital design  
**Digital Artist** (Hobbyist): 3D Modeling/Materials, Blender, Image Processing, TouchDesigner, Video Editing

## WORK EXPERIENCE

2023-02 TO PRESENT

### Computer Engineer:

Designed and developed a Mixed Reality Drivers' Education app for Meta Quest devices. From scratch, I created proof-of-concept prototypes and am currently working on the MVP for deployment.

- Mixed Reality
- Custom Hardware
- Simulation
- Game Engines

2021-09 TO 2022-01

### AR/VR Developer:

Main developer of multiple VR applications using Unity and AR filters using SparkAR Studio from Meta.

- Designed and prototyped a Unity-based VR educational app with a mobile companion app, both created by me for control and monitoring.
- ArchViz VR interactive galleries.
- Instagram filters and effects.

2021-04 TO 2021-08

### Junior Front-end Engineer:

Improved and maintained in-house front-end applications while also aiding other teams in automating scripts for Google Workspace and data processing.

- Angular Framework
- Google Apps Script
- Tailwind CSS
- Svelte
- Typescript

2018-06 TO 2019-10

### AR Engineer:

Lead development team for maintenance and enhancement of RA Infinitum and Claro RA augmented reality apps, optimized art team workflow for delivering content for apps 4x faster. Reduced cloud services costs replacing Vuforia SDK with MaxstAR SDK. Created and released around a dozen Instagram camera effects with Spark AR Studio.

- Unity/C#
- Spark AR Studio
- AR Frameworks and SDKS
- Web Development

## EDUCATION

2008-08-15 TO 2013-06-01

**Engineering Faculty, Universidad Nacional Autonoma de México (UNAM)**

- Computer Engineering: *Computer Graphics*

## LANGUAGES

**Spanish**

Native speaker

**English**

Full proficiency

**German**

B1 (ÖSD-ZD)

**Chinese**

Beginner

## PERSONAL

Bevy, Godot, Unreal Engine, Unity 3D

C++, C#, Design Patterns, Refactoring, SOLID