

# EMILIO ANGELES

XR SOFTWARE ENGINEER

## INFO

### ADDRESS

34721 Tuxedo Common,  
Fremont, CA 94555

### PHONE

(510)396-6768

### EMAIL

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## SKILLS

Unity 3D



Vuforia



ARCore & ARKit



Mixed Reality Toolkit



Blender



## PROFILE

Up and coming XR Software Engineer with 3+ years of experience developing games, interactive XR experiences and applications through Unity 3D and other platforms. Excited about the rapid innovation and potential of virtual, augmented, and mixed reality as it becomes more accessible through the use of mobile devices.

## EMPLOYMENT HISTORY

### VR/AR Software Engineer Intern, Volkswagen Group of America

Belmont, CA

Sep 2019 - Present

- As part of the Virtual Engineering Lab, developed proof of concepts that showcased innovative technologies and creative ideas to advance the modernization of Volkswagen
- Met and collaborated with external companies to test new software and hardware that could be used in Volkswagen's car development process
- Quickly adjusted to the workplace environment, finding ways to contribute and learn new tools and practices at a fast pace

## EDUCATION

### Computer Science: Computer Game Design, University of California, Santa Cruz

Santa Cruz, CA

Aug 2015 - Jun 2019

- Bachelor of Science
- Completed Computer Science coursework including Data Structures and Abstract Data Types, and Game Design coursework including Game Systems and Generative Design
- Worked with a Game Design graduate student to develop multiple games and interactive experiences, including a VR scavenger hunt for Android

## OTHER EXPERIENCE

### Sales Representative, The Sock Shop

Santa Cruz, CA

Jul 2017 - May 2019

### Lifeguard/Swim Instructor, Calphin Aquatics

Fremont, CA

May 2015 - Aug 2016

### Life Scout, Boy Scouts of America

Fremont, CA

2006 - 2015