

CHRISTIAN FERNANDO GUTIÉRREZ



Front-End Software Developer | UX Engineer for AR/VR and WebXR

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PROFESSIONAL EXPERIENCE

Adobe – Software Development Engineer (Photoshop QE)

📅 May 2020 – August 2020 📍 San Jose, CA [Remote due to COVID]

- Expanded an existing web-based visualization tool used for displaying results of daily automation tests. Developed the app using MERN
- Designed a 55 screen high-fidelity prototype using Adobe XD, conducted user interviews and iterated on design based on feedback

Qualcomm Corporation – XR Software Engineer

📅 August 2019 – February 2020 📍 San Diego, CA

- Co-developed a 3D simulation of a motion capture system in Unity, rendering a virtual HMD inside configurable synthetic environments
- Simulation outputs HMD pose estimation, IMU data and camera images, to validate proprietary 6DoF inside-out tracking algorithm

Center for Cyber-Archaeology and Sustainability

Virtual Reality UI/UX Researcher

📅 April 2017 - March 2018 📍 San Diego, CA

- Led the design, prototyping and implementation of the user interface for an interactive public exhibit, comprising a 6-monitor CAVE display
- Project is used to visually showcase large collection of archaeological data, such as 360 images, 3D models and point cloud environments

Intel Corporation – VR Software Engineer

📅 June 2017 – September 2017 📍 Santa Clara, CA

- Designed and prototyped a VR exercise app that animates the body pose of the user's avatar dynamically, based on external camera data
- Provide real-time visual feedback of user accuracy based on their attempts to match their body poses with those of the virtual coach

Nanome Inc – VR Software Engineer Co-Op

📅 April 2016 – June 2017 📍 San Diego, CA

- Built image and video recording feature to enable scientists to collaboratively visualize, design and simulate new drugs in VR
- Refactored code base to transfer 3D vector math application from Oculus Rift desktop into a mobile version for Samsung Gear VR

NASA Jet Propulsion Laboratory – AR Software Engineer

📅 June 2016 – August 2016 📍 Pasadena, CA

- Implemented interaction techniques to manipulate spacecraft 3D models, for an AR multi-user holographic communication application
- Implemented various key features– including design tools such as rotation widgets, position reset, tool tips, and preset option buttons

Volunteer Teacher in Africa – Math, English, Geography

📅 June 2018 – December 2018 📍 Various African Countries

- Traveled through 6 southern African countries volunteering at public elementary schools teaching children from low-income townships

Laz Hospitality and Valet – Supervisor

📅 March 2011 – October 2015 📍 San Diego, CA

- Client-facing services & location management at hotels + restaurants

SKILLS



EDUCATION

University of California, San Diego
BS. Computational Cognitive Science
BS. Minor: Computer Science

Grossmont-Cuyamaca College
AS. Mathematics (Honors)

Imperial Valley College
AA. Social Science

PROJECTS

Cyber-Archaeology VR Hackathon

1st Place Winning Team
Developed an interactive educational journey that guided users in excavating and processing a copper artifact

SHPE Reach Hackathon

1st Place Winning Team
Constructed a proof-of-concept prototype of a smart leg brace to be used by people with muscular dystrophy

LA Hacks (2016)

Top 5 finalist teams
Designed an interactive educational VR experience for learning vector calculus

LEADERSHIP

- GEM Scholarship Full Fellow 2020
- Code2040 Fellow 2017
- Intel Scholar 2017
- Society of Hispanic Professional Engineers (SHPE)
- Virtual Reality Club at UCSD
- Theta Tau Professional Fraternity
- MEDLIFE Nonprofit Org Volunteer