



Reuben Bocarro

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Programming Languages

- C#
- C++
- Python

Software

- Unity
- Visual Studio
- Github
- Adobe CC
- Unreal Engine
- Blender
- JIRA

Libraries & APIs

- AR Foundation
- HLSL/Shader Graph
- PrimeTween
- Photon PUN
- A-frame
- Vuforia
- Unreal DMX Plugin

Technical Skills

- Projection Mapping
- LIDAR Scanning
- 3D Asset Workflows
- XR Development
- DMX Protocol
- Physical Computing

Languages

- English
- Portuguese
- Hindi
- Konkani

Interests:

- Boulderling
- Music
- Art

About Me

Junior Unity Developer with a strong blend of technical and creative skills. Proficient in Unity & C#, with hands-on experience in XR and spatial computing for educational and interactive installations. Passionate about building fun and engaging games while following best practices for clean, maintainable and efficient code.

Experience

Technologist

Fabrication Lab (Aug 2023 - July 2024)

- Developed projects for education & interactive installations involving 3D Visualisation, XR & Spatial Computing. (*Unity, Unreal, A-frame*)
- Creation & maintainance of technical documentation for code & digital workflows.
- Coordination of XR Lab operations for research & architectural visualisation.
- Technical support for Photogrammetry, Robotic & Scientific equipment.

Lab Technician

Fabrication Lab (Nov 2021 -Aug 2023)

- Built digital interactive prototypes involving 3D visualisation, Unreal, Unity & microcontroller integration. (*Unity, Unreal*)
- Technical systems support for IT & Scientific equipment.

Developer

University of Westminster (March 2021- July 2021)

- Developed interactive virtual module fair using Learnbrite.
- Collaborated with creative and design teams to apply brand style guidelines.

Education

University of Westminster (2020-2023)

BSc Honours in Computer Games Development

Uxbridge College (2016-2018)

BTEC Level 3 NE Diploma in Games Development

Projects

PiPark

Interactive AR web app made for PiPark, a Fabrication Lab-MIT collaboration, part of London Festival of Architecture '24
reubenbocarro.wixsite.com/website/pipark

Character Select UI Demo

Unity Character Selection UI Demo with custom editor tools, animated UI shaders & tween-driven transitions.
reubenbocarro.wixsite.com/website/characterselect

VR MRI Visualiser

Unity application for visualising MRI DICOM data in VR.
reubenbocarro.wixsite.com/website/dicomvr

References available upon request