



# Reuben Bocarro

Unity Developer

📍 London, UK

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## Software

- Unity
- Unreal Engine
- Twinmotion
- Visual Studio
- Adobe CC
- Blender
- Verge3D
- Nvidia Mosaic
- Github
- JIRA

## Programming Languages

- C#
- C++
- Python

## Libraries & APIs

- XR Interaction Toolkit
- HLSL/Shader Graph
- Photon PUN
- PrimeTween
- Unreal DMX Plugin
- A-frame

## Technical Skills

- XR Development
- Projection Mapping
- Spatial Computing
- Microcontrollers
- DMX Protocol
- Digital Fabrication
- LiDAR Scanning

## Languages

- English
- Portuguese

## Interests:

- Boulderling
- Music
- Art

## Summary

Unity Developer specialising in XR and spatial computing. Proficient in Unity, C# and shaders, with hands-on experience building immersive applications, training tools and collaborative research projects. Committed to enhancing development pipelines and creating transformative games while adhering to best practices for clean, maintainable and efficient code.

## Experience

### Technologist

Fabrication Lab (Aug 2023 - July 2024)

- Developed projects for architectural research & education involving 3D Visualisation, XR & Spatial Computing. (*Unity, Unreal, A-frame*)
- Collaborated with cross-disciplinary teams & stakeholders to translate concepts into functional prototypes.
- Creation & maintenance of technical documentation for code & digital workflows.
- Technical support for XR, Photogrammetry, Robotic & Scientific equipment.

### Lab Technician

Fabrication Lab (Nov 2021 -Aug 2023)

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

### Developer

University of Westminster (March 2021- July 2021)

- Developed a 3D interactive virtual module fair using Learnbrite.
- Collaborated with design teams to apply brand guidelines and visual styles

## 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** (Fabrication Lab - MIT)

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

**VR MRI Visualiser**

Unity VR tool for exploring DICOM MRI data using boolean slicing, density thresholding and interactive volumetric rendering.

[reubenbocarro.wixsite.com/website/dicomvr](https://reubenbocarro.wixsite.com/website/dicomvr)

**Satellite Tracker**

Real-Time Satellite Tracker built in Unity using TLE data and SGP4 for orbit propagation.

<https://reubenbocarro.wixsite.com/website/satellite-tracker>

References available upon request