



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:

- Bouldering
- 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

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

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