



EDGAR J LOPEZ

Miami, FL

XR DESIGNER/DEVELOPER | 3D MODELER/RENDERER | CAD DRAFTER | GRAPHIC DESIGNER

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devpost.com/edgarjlopez

TALENT FOR CREATIVE BRAINSTORMING, DESIGNING AND DEVELOPING XR GAMES/EXPERIENCES

Multiskilled in all aspects of XR Developing especially in the creative process. Artistic with an emphasis on detail. Equipped with 5+ years of Unity/C# experience, a year of Godot, 10+ Years of 3D modeling/rendering SketchUp/Blender and 20+ years of fine arts and graphic design/video editing using Adobe CC applications (Photoshop, Illustrator, InDesign, After Effects, etc..)

- Creative & artistic
- Attention to detail
- Versatile
- Fast learner
- Team player
- “Get it done no matter what” attitude
- Handles constructive criticism well & pushes ego aside
- Well organized

XR ACHIEVEMENTS

Winner of Reality Hack - MIT XR Hackathon 2024

Participated in [MIT Reality Hack 2024](https://realityhack.mit.edu/) and whose team’s project, snAlder, won best use of [Niantic’s \(creators of Pokemon Go\)](https://nianticlabs.com/) Location AR with Lightship ARDK. I came up with the initial idea and my team added more features like voice interaction and AI. My role in the team was the designer and my tasks were logo creation, video editing, graphics, 3D assets and developing assistance. SnAlder is a Mixed Reality tool for pre-production in the film business that uses generative AI in a unique manner. Developed for Meta’s Quest 3, we made use of Niantic’s Lightship VPS as well as Meshy for 3D model generation in real time. We also included voice input through the Hugging Face API and even made use of custom ChatGPT for scene translation and generation of movement descriptions on the fly.

SnAlder Devpost and details: <https://devpost.com/software/snaider>

Winner of Oculus Builder Tracks Launch Pad 2022

Auditioned, was selected and won 2nd place in the [Builder Tracks program and competition](https://www.oculus.com/buildertacks/), where more than 100 people compete to make the best worlds in Horizon Worlds, a VR app on the Quest 2, Quest 3 & Quest Pro by Meta. It involved 3D asset building and C# scripting within Horizon Worlds. My world that won 2nd place is called Sky Cruisers.

Sky Cruisers in Portfolio Webpage: https://edgarjlopez.com/sky_cruisers.html

Sky Cruisers in Horizon Worlds: <https://www.oculus.com/vr/5535311669826838/>

XR PROJECTS

Edgar J Lopez’s Portfolio Gallery

I transformed my website portfolio into a walkable and interactive portfolio gallery in VR where anyone could walk through and look at my work. It is available for the Quest 2, Quest 3 and Quest Pro. I built it from the ground up using Unity, SketchUp, Visual Studio (C#) and Adobe CC. It’s currently in the Oculus AppLab store and free to download. If you have a different desktop headset and would like to try out my app, please click the Google Drive link below to download.

Oculus Store Link: <https://www.meta.com/experiences/7318319914928966/>

Google Drive Download: <https://drive.google.com/drive/folders/12bbj9yFzL3TnKQly5E7CvJ4at9PYXdCg?usp=sharing>

Edgar J Lopez’s Portfolio Gallery Webpage: https://edgarjlopez.com/edgars_portfolio_gallery.html

RoboWreckersVR

VR game for Quest 1 & 2 that is published and currently in the Oculus AppLab store. Solely developed RoboWreckersVR from the ground up, involving designing, developing, scripting, 3D modeling, world building, etc. The tools used were Unity, SketchUp, Gravity Sketch, Blender, Visual Studio (C#), and Adobe CC.

Oculus Store Link: <https://www.oculus.com/experiences/quest/4457574110973956/>

RoboWreckersVR Webpage: <https://edgarjlopez.com/robowreckersvr.html>

Other XR Projects

Website: https://edgarjlopez.com/ar_vr.html



PROFESSIONAL EXPERIENCE

Freelance XR Designer, Developer & Graphic Designer (03/2023 - Present)

Freelance, Remote

Hired by clients to design and develop XR apps/games.

- No matter what was needed, I was able to wear many hats to get the task done whether it was developing and scripting in Unity/Godot; world building in SketchUp/Blender; 3D modeling, rigging, texturing, animating, UV map editing in Blender; Graphics and UI designing using Photoshop/Illustrator.

XR Designer, Developer & Graphic Designer (07/2022 - Present)

Mind Warp Productions, Remote

Creating XR games/experiences with a team of other developers in Unity.

- Tasked with developing, scripting, 3D asset making, UI designing, world building and artistic direction using SketchUp, Blender, Gravity Sketch, Photoshop/Illustrator, Github and Unity.

XR Designer, Developer & Graphic Designer (01/2021 – 01/2022)

XR Performer (Project on the side), Remote

Designing and Developing an XR app in collaboration with other developers in Unity Collaborate. Responsible for the graphics as well (logo, UI buttons, etc.)

- Built world in SketchUp, imported it into Unity, and also added scripts, animations, materials, etc.
- Designed the logo for the app using Adobe Illustrator.

EDUCATION

Bachelor of Fine Arts (BFA), Graphic Design, Florida Atlantic University, Davie, Florida (2014)

Associate in Arts (AA), Graphic Design, Miami-Dade College, Miami, Florida (2009)

PROFESSIONAL DEVELOPMENT

Launch Pad Builder Track for Horizon Worlds Bootcamp, Meta (2022)

Oculus Launch Pad Bootcamp, Meta (2021)

Virtual Reality App Development: Part 2, Universe, Inc. (2021)

Virtual Reality App Development: Part 1, Universe, Inc. (2021)

Introduction to Unity and C#, Universe, Inc. (2020)

C# Basics for Beginners: Learn C# Fundamentals by Coding, Udemy, Inc. (2020)

Complete Virtual & Augmented Reality Course: Unity, Udemy, Inc. (2019)

TECHNICAL SKILLS

- Unity (5 years)
- Godot (1 Year)
- SketchUp (10 years)
- Gravity Sketch (5 years)
- Blender (5 years)
- V-Ray (10 years)
- Cinema4D (5 years)
- Enscape (9 years)
- 3D Zephyr (5 years)
- Rhino3D (5 years)
- SketchFab (5 years)
- Vuforia (5 years)
- Visual Studio (5 years)
- Rift (7 years)
- Quest 2 (4 years)
- Quest 3 (1 year)
- SideQuest (5 years)
- Unity Play (5 years)
- Horizon Worlds (3 years)
- C# (5 years)
- HTML, CSS (20 years)
- AutoCAD (10 years)
- Revit (3 years)
- 3D printing (8 years)
- Microsoft Office Suite (20 years)
- Adobe Creative Suite (20 years)
- Unity Plastic SCM, GitHub (5 years)
- Windows (30 years)
- Mac (20 years)

LANGUAGES

Language Fluency: English, Spanish