

# Haczar Criollo

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## Professional Experience

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**AEXLAB** | Unreal VR Developer | Vail VR

May 2022 – Jan 2023

- UE4 C++/ Blueprint Generalist Programmer on a networked multiplayer game shipped for PCVR .
- Implemented new gameplay features and optimized existing code and VFX
- Created engine tools for workflow automation.
- Implemented improvements to gameplay systems based on user feedback testing.

**Southern Company** | Unreal VR Developer | McDonough Ammonia Training Simulation

June 2021 – Mar 2022

- Brought prototype software to a shipped production version using Unreal Engine.
- Applied and shared best practices in various aspects of application (Modeling, Animation, Audio pipelines)
- Worked with client to brainstorm and design new mechanics needed for VR interaction.
- Implemented improvements from user feedback testing on a sprint basis.

**Unity College** | AI/Data Analyst Consultant

Apr 2021 – Sep 2021

- Presented presentation deck with information consisting the current and future state of AI and Data Analytics. Included in the presentation were methods of leverage current technology to further current educational objectives.
- Worked with 3<sup>rd</sup> party vendors to implement analytical dashboards for requested applications.

**Unity College** | VR Developer | Virtual Forest & 3D Authoring Tool

Mar 2021 – May 2021

- Provided support to developers working on various projects.
- Implemented web access feature, tutorial level feature, and designed new standalone VR ready forest environment.
- Consulted on 3<sup>rd</sup> party asset use and technical design choices.

**Florida International University** | Unity VR Developer | Fire360 Incident Command Simulator

Nov 2017 – Dec 2020

- Collaborated with the City of Miami Fire Department and the FIU Academy for International Disaster Preparedness in the design of firefighter training simulation software using Virtual Reality technologies to replace existing outdated training software.
- Performed various real time cross functional tasks that include gameplay mechanics, modeling, texturing, animation, VFX, and optimizations.
- Technical support specialist to students in graduate level projects.
- Administered training to undergraduate university students to ensure successful integration with the I-CAVE system.

**Realities Future LLC** | Unreal VR Developer | Co-Location Prototype

Sep 2019 – Mar 2020

- R&D a polished prototype intended for demoing with a team of 3 developers.
- Tested the extensibility of tracking hardware native to Oculus Quest while developing a prototype application using Unreal Engine, the VR Expansion Plugin, and Antilatency hardware.

**Helm Systems** | Unreal VR Developer | Soulkeeper VR

May 2018 – Aug 2019

- Source Code Writing, AI Programming, Gameplay programming, Gameplay implementation and performance optimization.
- Demonstrator at trade shows and public showcases/events.

## Education Experience

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**Florida International University** | Bachelor's Degree | Computer Science – Software Engineering Track

Spring 2017 – Fall 2020

## Skills & Competencies

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- Programming Languages
  - C#, C / C++ , Java
- Source Version Control
  - Perforce, TortoiseSVN, GitHub
- Real-time Simulation Engines:
  - Unreal Engine 4
  - Unity Engine
- Graphics Editing
  - Adobe Photoshop, Krita, GIMP
- 3D Modeling
  - Blender, Gravity Sketch
- Audio/Video Editing
  - Audacity, Sony Vegas Pro