


Miguel Mosquera Pérez

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 17 Date of Birth: January 16, 1992



Education

❖ Bachelor's Degree in Computer Engineering

- **University of A Coruña**, Spain (2010–2018)
- **Adam Mickiewicz University**, Poznań, Poland (2015–2016, Erasmus Program)
- **Specialization**: Code Development & AI



Soft Skills

- Adaptability
- Creativity
- Implication
- Leadership skills
- Initiative
- Organization
- Sociability
- Teamwork



Work Experience

❖ XR & Game Senior Developer

[Kluge Interactive](#) – USA (Remote)

Oct 2023 – Present

- Role: Generalist Developer
- Core Developer for **Synth Riders** (Quest, Pico, PlayStation, and Apple Vision Pro)
- Prototype development for both Meta and Kluge (VR and non-VR platforms like Nintendo Switch)

❖ Technical Lead XR

[Bravent](#) – Madrid, Spain (Remote)

Sept 2022 – Oct 2023

- Technical Lead (Jan 2023 – Oct 2023)
- Senior XR Developer (Sept 2022 – Jan 2023)

❖ Tech Lead & Senior Unity Developer

[Xoia Software Development](#) – A Coruña, Spain

2018 – Sept 2022

- Virtual & Augmented Reality Developer in Unity 3D
- SysAdmin & DevOps
- Development coordinator
- Analyst Programmer
- Tech Lead



Professional Skills

Background:

- Programming Languages: **C#**, C, C++, Java, .Net, **Python**, Visual Basic, PHP, Pascal, Processing, Arduino.
- 3D environments and video games: Unity 3D, Gameplay, UI/UX, Animation, Shaders, Multiplayer, Editor Tools, Automation ...
- Basic design / 3D Modeling: Blender
- Virtual & Extended Reality: OpenXR, Oculus, AVP, WMR, Cardboard
- Augmented Reality: ARCore, ARKit, Vuforia, EasyAR
- Photo editing and design: CorelDRAW, Corel Photopaint
- AI (user level): Copilot, ComfyUI, Midjourney/DALL-E, ChatGPT, LMStudio & AI Integrations with Unity
- Management Tools: Gdocs, OpenOffice, Microsoft Office, MS Project, MS DevOps, YouTrack, Jira, Asana, LookerStudio & PowerBI
- SysAdmin, DevOps & CI/CD
- PC, console and smartphone Technician (Hardware & Software)
- Design and construction of embedded systems with Arduino, RPI, ESP32, sensorics and other hardware
- OS: Windows, Linux & macOS.

Specialized in:

- Senior Developer and Software Architect
- Gameplay system, UI/UX implementation & Art integration
- Performance & code optimization
- Internal editor tools & plugins
- CI/CD pipelines and and process/tasks automation
- Integration of new SDKs and technologies
- Server and external service integration (like APIs)
- Data collection and processing (ETL workflows)
- Regular collaboration with cross-functional teams including design, art & infrastructure

Languages:

- **Spanish, Galician**: Native
- **English**: Intermediate level

Portfolio with some of my projects:



<https://mosqueraperez.es/#portfolio>

