

João Pereira

AR/VR Developer

Contacts

jooadelino.pereira@gmail.com
+351 927270876

Languages

Portuguese
English

Portfolio

joopereira.xyz/portfolio



PROFESSIONAL EXPERIENCE



Sep 2023 - Feb 2025
Leiria, Portugal

Unity Developer

- Developed AR 3D model visualization for HoloLens 2 using MRTK, Unity and Blender.
- Integrated 2D and AR 3D model visualization into the mobile app with Flutter and Unity.
- Implemented new features and performed bug fixes on the mobile app with Flutter.



Jan 2021 - Aug 2023
Vaasa, Finland

Interaction Designer

- Solo developer of a large Unity project: creating a VR platform for service prototyping.
- Designed 3D assets with Blender.
- Promoted XR technologies and digital twins across various industries.
- Managed a Remote Virtual Server for hosting an e-learning platform.



Aug 2020 - Sep 2020
Helsinki, Finland

Technology Engineer

- Consulted on expanding VR services for Marketing and Training apps.
- Provided technical expertise on VR platforms, Unity SDKs and web-based apps.

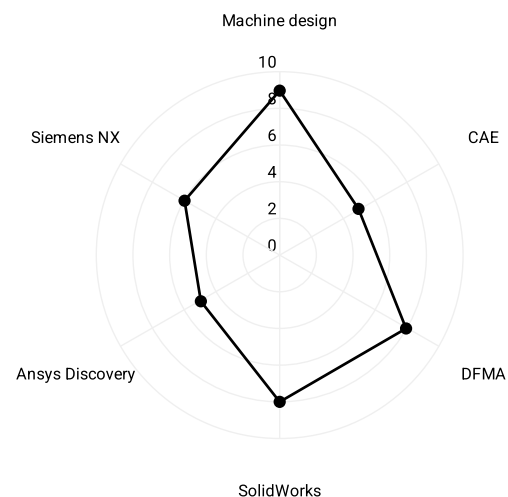
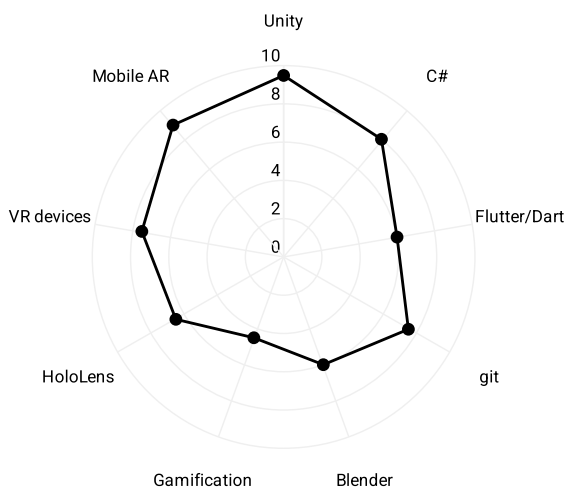


Jan 2019 - Dec 2020
Tampere, Finland

Researcher

- R&D on XR apps for SMEs focusing on mobile, HoloLens and Oculus devices.
- Published a research paper: "From CAD to physics-based Digital Twin: Framework for real-time simulation of Virtual Prototypes".
- Assisted in teaching Machine Design and CAD modeling, Dynamics and CAE courses.

SKILLS



EDUCATION



Bachelor's & Master's Degree in Mechanical Engineering

2017-2019 Master's Degree, University of Aveiro

2018-2019 Exchange student + Master Thesis, Tampere University

2014-2017 Bachelor's Degree, University of Aveiro