

# Violeta Lopez-Bumgartner

Technical Artist // Prototyper // Unity XR Developer

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Working with VR, AR, MR & CV since 2016, with prior experience as a **front-end developer** from 2015-2018.  
Industry experience in the US & Europe as a Technical Artist & Design Technologist, **with strong scripting abilities**.  
Clients include Meta, Snap, Volkswagen, Porsche, Patagonia, & Skechers.

## Experience

### Meta (Insight Global) — Technical Artist, Oct 2024 - Jul 2023

Collaborated with C++ engineers to implement **multiplayer game mechanics** with Typescript API.  
Scripted automated **Maya** pipeline with **Python** to export USD assets.  
Created, manipulated, and intergrated 3D and VFX assets using **Maya, Blender, PopcornFX** and **Perforce**.  
Prototyped a **mixed-reality** experience for internal hackathon.

### Ado-Ato Pictures — Technical Artist + Prototyper, 2023

Created **shaders, materials, and FX** with **ShaderGraph** for a Niantic Lightship AR app.  
Prototyped **segmentation** tests and **feature detection** tests with Niantic Lightship AR in Unity.  
Integrated FX with **Unity C#**.

### Floodplains.hyz — Unity VR Developer + Front-End Developer, 2022

Developed and shipped a game for **Oculus Quest** & **WebGL** based on client's designs.  
Implemented **VR and PC game mechanics**, prototyped **WebXR** version for VR.

### Snap Featured Lens Creator — Prototyper + Technical Artist, 2021

Commissioned by Snap to create a **hand-tracking** Lens for the Spectacles **AR glasses** using Lens Studio.  
Commissioned by Snap to demo the Spectacles **AR glasses** at Augmented World Expo in Santa Clara.

### Hicetnunc.hyz — React Developer, 2021

Prototyped and developed front-end features and fixing bugs in **React JS**.  
Tracked github issues, wrote the **github wiki**, and provided technical support to users for **blockchain** transactions.

### Tweag I/O — Android & Arduino Developer + UX Designer (Paris), 2021

Concepted, developed & user-tested a **bluetooth Android** app that uses **hand-tracking** to control a robotic prosthesis.  
\*Featured on Google Developer's Blog: <https://developers.googleblog.com/2021/05/control-your-mirru-prosthesis-with-mediapipe-hand-tracking.html>

### Volkswagen Future Center Europe — UX Design Technologist (Berlin), 2020 - 2018

Collaborated with **UX Designers** to identify user needs & develop prototypes.  
Developed an in-car audio-reactive visualization using Unity's **VFXGraph** and **ShaderGraph**.  
Developed a prototype for a **mixed-reality** experience for Porsche using **LeapMotion** and **HTC Vive**.  
Designed & developed prototypes for features using **facial recognition, pose recognition, and eye tracking**.  
Developed **UI flows** using **state-machines** in Unity, collaborated with graphic designers to integrate assets.  
Presented prototypes, concepts, & designs to stakeholders.

### Unity C# Developer — 2018 - 2016 Freelance for Next/Now Agency, Midwest Immersive, CanvasChi (Chicago), etc.

Prototyped, developed & shipped various **AR** and **kiosk** applications with Unity.  
**HTC Vive, VRTK, ARFoundation, openCVforunity, UI dev.**

### Front-End Developer — 2018 - 2015 Freelance for Someoddpilot, Studio 424, Protaventures, SOCIALDEVIANT (Chicago)

Worked with various design studios developing & deploying desktop/mobile landing pages and kiosks.  
**NPM, SSH, node.js, Gulp.js, Angular JS, React, Three.js, WebMidi, Google Maps API.**

## Education

### S.A.I.C

*Master of Fine Arts:*  
*Art + Technology, 2016*  
Creative Coding,  
Unity VR Development

### Florida International University

*Bachelor of Arts in Art:*  
*Minor in Art History, 2012*  
Film Photography, Time-based  
Arts, Experimental video

### Miami Dade College

*Associate in Science:*  
*Graphic Internet Technology, 2009*  
E-commerce development,  
HTML/CSS/javascript/PHP,  
Graphic Design & Typography

## Personal Projects

2019 - Cloud XR Hackathon  
Unity AR Developer

2019 - Factory Berlin  
Creators Lab Residency  
Unity VR Developer

2015 - Cybertwee Headquarters  
Apple & Google Play Store  
Unity VR Developer