

ABEL SIERRA SÁNCHEZ - CREATIVE DEVELOPER

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Sex Male | Date of birth 09/12/1986 | Nationality Spanish



RESUME

2022

- **Currently:** Vodafone 5G Reality: Metaverse Platform with multiplayer and multiexperiences capabilities. Development of framework for adding XR contents without programming (Agency: Virtual Voyagers. Final Client: Vodafone)
- **Currently:** PricewaterhouseCoopers UK supplier. VR development and technical artist services
- Midnight Story, a VR experience based on “Do Not Feed The Pigeons” a stop-motion animation movie nominated for the Bafta Awards 2022.

2021

- **Currently:** Vodafone 5G Reality: Metaverse Platform with multiplayer and multiexperiences capabilities. Development of framework for adding XR contents without programming (Agency: Virtual Voyagers. Final Client: Vodafone)
- **Currently:** PricewaterhouseCoopers UK supplier. VR development and technical artis services
- AR app with volumetric videos for H&M Spain (Agency: Wildbytes. Final Client: H&M)
- Avatar generator software for H&M Innovation X Collection presentation in Madrid (Agency: Wildbytes. Final Client: H&M)
- AR app for the municipality of Santa Clarita, CA, USA (Agency: ADVRTAS, not published yet)
- Multiplayer VR software for prototypes visualization and scenes configuration (Agency: Virtual Voyagers)
- Android/iOS AR app for glasses try-on and IPD measurement “ExamVision”. (Technology Unity3D, ARkit, ARCore) (Agency: OXO Technology)
- Android/iOS cardboard game update “Beamer’s World” (Agency: ADVRTAS Inc.)

2020

- PricewaterhouseCoopers UK supplier. VR development services, technical artist, and programming training

- Hyper-realistic VR experience with volumetric videos and 3D environments (Technology: Unity3D, Shader development, Oculus Quest)
- Multiplayer serious game for learning COVID19 patients protocol (Technology: Unity3D, Photon PUN, PC, OSX)
- Multiplayer VR tool for virtual meetings and conferences (Technology: Unity3D, Photon PUN)
- Android/iOS game for US Elections campaign "KO Campaign" (Technology: Unity3D)
- Hyper-realistic VR experience for Architectural Visualization in Oculus Quest with custom optimized reflective shaders. (Technology: Unity3D, Oculus Quest)
- VR experience for medical visualization of heart pathologies. (Unity3D, shader development, Oculus Quest)
- VR experience for education about human genitalia. (Technology: Unity3D)

2019

- VR tool for prototyping and taking metrics for engineering in automotive industry. This was developed for a trucks brand. (Technology: Unity3D, HTC Vive)
- Development of several Android apps and collaboration in the development of several interactive installations for the New Balance Fuelcell Party in Barcelona. There were several interactive installations that made use of several technologies, among them: Intel Realsense, generative art, movement sensors, NFC tags, no-SQL databases, Bluetooth, realtime audio generation and more. (Technology: Unity3D, Android, PC)
- Development of interactive installation with realsense and computer vision for the presentation event of the Puma x Balmain brand in Los Angeles. (Unity3D, Cinder, C++, PC)
- Collaboration in the development of an interactive installation for Sephora Xmas party in Madrid. (Technology: Unity3D, Nodejs)
- Gaudi's mirror that transformed your face in a mosaic, not released. (Unity3D, OpenCV)
- Programming and installation of an interactive mirror for the Sephora flagship in Madrid. (Technology: Unity3D, OpenCV)
- Consultancy for and AR app for Orange. (Unity3D)
- AR app for iOS and Android aimed to find your friends in music festivals. Final client was SEAT. (Technology: Unity3D)

2018

- Submarine AAA VR experience for Red Eléctrica de España. (Unity3D, Oculus Rift)
- VR experience with 3D scenes and stereoscopic videos to show the different natural parks in Castilla y León. (Technology: Unity3D, PC)
- VR experience for Oculus Go for the government of Castilla y León about the fires in León in 2017. (Technology: Unity3D, Oculus Go)
- iOS and Android app for the Museo del Prado of Madrid to show the Dauphin's Treasure. (Technology: Unity3D)
- Programming and management of real-time interactive installations for Rihanna's Fenty Beauty brand launch in Milan, Italy. (Technology: Unity3D)
- Suchard Neuro Experience. A neurological experience that shows how the chocolate affects your state of mind. (Technology: Unity3D)

- Creative fullstack VR developer at IMPULSAME where I've already worked in two virtual reality experiences (Technology: Unity3D, Oculus Rift, Oculus Go)

2017

- Creative fullstack VR developer at IMPULSAME. (Technology: Unity3D, Oculus Rift, Oculus Go)
- Collaboration in Seat Neuroconfigurator project for Frankfurt Motorshow 2017. It is a experience that reads your vital signs and brain waves in order to show you a personalized car depending on your reactions to some videos. (Agency: Wildbytes) (Unity3D)
- Sharing service for social media. (Agency: Wildbytes) (Technology: Unity3D, Nodejs, MongoDB)
- Glowing Graffiti experience: Interactive augmented reality experience. Tracking people and brushes to paint 3D light strokes in the air, for Sephora Trendzone in El Triangle Mall in Barcelona. (Agency: Wildbytes) (Technology: Unity3D, Kinect v2, OpenCV)
- 3D gif software for Rihanna's Fenty Beauty brand launch in Callao City Lights in Madrid. Rihanna as many other famous spanish guests where present in the private launch in Callao. (Agency: Wildbytes) (Technology: Unity3D)
- Collaboration in AR Makeup mirror for Sephora Kat Von D Beauty brand launch in Paris and Milan. Augmented reality mirror that shows different make up styles directly on your face. (Agency: Wildbytes) (Technology: Unity3D, OpenCV)

2016

- Paris Motorshow 2016 and Frankfurt Motorshow 2017: immersive VR experience and controller software for 48 Gear VR synchronized with 48 motorized chairs for the SEAT booth (Agency: Wildbytes) (Technology: Unity3D, GearVR, Native Android services, C# PC app)
- Speaker and mentor as a VR specialist in University of Almería for the Startify7 event (Horizon 2020 project from the European Commission)
- Collaboration with the Psychology department of the University of Almería. I developed an Augmented Reality app for spatial memory research. (Technology: Unity3D)
- Core Engineer at Neurodigital Technologies. Main tasks: Software and VR development. Design of technical VR demos as well as the SDK of the hardware prototypes.
Main technologies employed in the different projects: Unity3D, Leap Motion, Intel RealSense, Microsoft Kinect v2, Gloveone, upperbody inertial tracking system for VR, Oculus Rift, Samsung Gear VR, HTC Vive, OSVR, Google CardBoard.

2015

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2014

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- Professor in Augmented Reality course at IFES:
 - AR tools and the AR in the Industry
 - Unity3D + plugin Vuforia
 - Blender
- CTO & CIO at Proyecta Ingenio S.L.
 - Design of strategic ways to improve the efficiency in the company using new technologies
 - Software development
 - DB and Network administration
 - Troubleshooting manager
- IT Manager at Agrocolor S.L.
 - Software development
 - DB and Network administration
 - Troubleshooting

2013

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2012

- CTO & CIO at Proyecta Ingenio S.L.
 - Design of strategic ways to improve the efficiency in the company using new technologies
 - Software development
 - DB and Network administration
 - Troubleshooting manager
- IT Manager at Agrocolor S.L.
 - Software development
 - DB and Network administration
 - Troubleshooting

EDUCATION

- **Advanced Computer Engineering**, University of Almería.
- **Bachelor in Technical Engineering in Computer Systems**, University of Almería.
- Erasmus Student in University of Ghent (Belgium)
- Course: Modeling and animation fundamentals with 3D Studio Max (60 hours)
- Course: Advanced tools with 3D Studio Max (60 hours)
- Course: Wireless Networks (60 hours)
- Course: Teamwork
- Course: International volunteering

MAIN SKILLS AND TECHNOLOGIES

- GAME DEVELOPMENT
- VIRTUAL REALITY
- AUGMENTED REALITY
- SOFTWARE DEVELOPMENT
- ANDROID DEVELOPMENT
- CREATIVE DEVELOPMENT
- AUTONOMOUS LEARNING
- **C#/C++/JAVA/JavaScript**
- **UNITY3D**
- Vuforia / ARCore / ARKit
- Kinect v2 / Leap Motion / Intel RealSense / GloveoneVR / AvatarVR
- Oculus Rift / Oculus Quest / GearVR / HTC Vive / OSVR /Cardboard

LANGUAGES

- Spanish: Native
- Italian: Proficient
- English: Proficient
- French: Beginner