

DIOGO CUNHA

PROFILE

Biomedical engineer, that accidentally became an XR developer. Creativity and enthusiasm helped me turning ideas into “things”. Striving to be a better engineer, colleague and leader

EXPERIENCE

Meta

📍 Zurich, Switzerland

XR DEVELOPER

Jan 2023 - Present

- Developing XR prototypes for Reality labs
- In less that 6 months in the company, I designed and developed a MR Co-presence technology that is being patented
- Demoed mine and other projects to Meta's leadership, including the CTO

Unity 3D C# 3D Math Blender Mixed Reality Project Management Co-Presence Netcode

Witty Platypus

📍 Lisbon, Portugal

VR DEVELOPER + CO-FOUNDER

Jan 2021 - Aug 2023

- Main developer and technical artist in the team of 2 that developed Beers and Boomerangs
- Nominee for Best Game in IGN's Rogue Jam.
- Best Internation Indie Game at PGA awards.
- Published the game on 5 Platforms (Oculus, Pico, Steam, iQIYI, HTC)
- Co-Founded the company

Unity 3D C# 3D Math Blender Virtual Reality Project Management XR UX Design Physics

Perspectum

📍 Oxford, UK

DATA SCIENTIST

April 2019 - Jan 2021

- Saved thousands of company working hours automating extremely laborious and complex manual processes using deep-learning applied to 3D medical Imaging
- Developed user-friendly pipelines to ease processes otherwise time-consuming
- Developed tools for data-visualization that are used across multiple teams
- Developed 3D visualizations of MRI images for business and marketing purposes

Python Bash Machine Learning Medical Image ECG Docker AWS AI DICOM

Institute of Neural Engineering

📍 Graz, AT

MASTER'S THESIS RESEARCH INTERN

Jan 2018 – Aug 2018

- I managed my own project developing a mind-controlled game using machine learning on EEG data

MATLAB Signal Processing Paradigm Design C# Machine Learning EEG EMG

EDUCATION

BSc & MSc in Biomedical Engineering and Biophysics

University of Lisbon

Sep 2013 - Nov 2018

Specialised in data analysis



📞 +41 762275906

✉️ jdiogobc@gmail.com

🌐 diogo-cunha.com

📍 Switzerland

SKILLS

Programming: Python, C#, Bash, MATLAB

3D Image: Blender, ITK-SNAP, Unity

Developer Tools: Git, Docker, AWS, Mercurial

Misc: Adobe Photoshop, Adobe AfterEffects, LaTeX

LANGUAGES

Portuguese	Native
English	C2
Spanish	B1

INTERESTS

Design Bossa Nova
KiteSurf Bouldering
Longboard Virtual Reality