

Christian Orozco

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SUMMARY

Software engineer who builds and ships complete systems independently, from architecture through security review. Founded and launched **Vocation**, a production AI career-planning platform, as sole engineer. Two years of **Unity** and **XR** development, including a **first-place win at MIT Reality Hack 2025** in a track judged and presented by Meta. Visit christianorozco.com for more information.

EXPERIENCE

Founder & Full-Stack Engineer

June 2026 – Present

Vocation — vocation.bz

Miami, FL

- Shipped a **production** AI career-planning application to live users — **41,500 lines of TypeScript** across **215 files** and **32 API routes** — independently owning architecture, implementation, security, accessibility, and legal compliance across 161 commits.
- Eliminated redundant **LLM** spend on repeat searches by architecting a **three-layer cache** (committed seed file → in-memory map → durable KV) guaranteeing any career pathway is generated at most once across all **serverless** cold starts, with no-op degradation when unconfigured.
- Remediated findings from **two independent security audits** with zero regressions, shipping a strict **CSP** without unsafe-eval, a URL-scheme allowlist against **SSRF**, and content-fingerprinted cache keys so a forged request can only read back its own response — each covered by dedicated regression tests.

Unity Developer

Aug 2024 – Apr 2025

Funny Tales (Digital Tales USA)

Miami, FL

- Enabled per-mesh rendering cost analysis on mobile targets by building a **C#** profiling tool that attributes frame time to individual vertices, surfacing optimization candidates that were previously invisible in aggregate frame data.
- Implemented **procedural environment generation** in **Unity** for an arcade racing title, producing varied track layouts from a parameterized algorithm rather than hand-authored scenes.
- Extended a VR pipeline with **multisensory output** by assembling and integrating **Nebula**, an open-source Arduino-driven olfactory display, into **Unity** builds running on **Meta Quest** hardware—covering 3D-printed fabrication, **PWM** firmware, and runtime scent triggering.

Project Lead — INIT Build

Jan 2025 – Apr 2025

Florida International University

Miami, FL

- Led a **team of 8** building **PawsUp**, a **VR campus tour** of FIU for **Meta Quest**, coordinating parallel feature branches and reviewing merges into main across a semester-long build.

PROJECTS

Meta Museum — 1st Place, MIT Reality Hack 2025 | *TypeScript, Meta Horizon Worlds, Meta Quest, Live World*

- Won Meta's **Horizon Worlds Lifestyle Challenge** at **MIT Reality Hack 2025**, a track judged and presented by **Meta** at the largest XR hackathon in the U.S.

CatTrax — VR Endless Runner | *Unity, C#, XR Interaction Toolkit, OpenXR, Meta Quest, SteamVR, GitHub*

- Shipped a **cross-platform VR** title for **Meta Quest** and **SteamVR** as the **second-highest contributor** of a ten-person team, authoring **99 of 517 commits** across two months.

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, C#, Python, Swift, Java, C, SQL (Postgres, SQLite), HTML/CSS, R

Web: React, Next.js, Node.js, Express, Flask, Prisma, Auth.js, Tailwind CSS, shadcn/ui, SwiftUI

XR & Game Development: Unity (URP, NavMesh, ShaderGraph), XR Interaction Toolkit, OpenXR, Meta Horizon Worlds, Meta Quest, SteamVR, Blender

Platforms & Tools: Git, Vercel, Firebase (Auth, Firestore), Supabase, Google Cloud Platform, Google Gemini API, Arduino, Vitest, Claude Code

Data: pandas, NumPy, Matplotlib, R (dplyr, ggplot2, tidyr)

EDUCATION

Florida International University

Miami, FL

Bachelor of Arts in Computer Science (GPA: 3.4 / 4.00)

Aug 2022 – Dec 2024