

Christian Orozco

📞 305-781-3421

✉ chrisorozco305@gmail.com

🌐 [christiandeangeloorozco](https://christiandeangeloorozco.com)

🌐 christianorozco.com

Education

Florida International University

Bachelor of Arts in Computer Science (GPA: 3.5 / 4.00 Cum Laude)

Miami, FL

Aug 2022 - Dec 2024

Experience

Software Engineer

Aug 2024 – Present

Funny Tales

Miami, FL

- Developed a custom **Profiling Tool** in **Unity** to extract and analyze performance **data** for VRider X, a **VR** game by Funny Tales.
- Implemented waypoint sequencing and Spline path techniques to track performance metrics dynamically.
- Integrated **Python**-based **data** processing (**pandas**) to export detailed **CSV** reports, aiding developers in performance.
- Engineered a **procedural generation** system in **Unity** to create an infinite highway for VRider X, enhancing replayability.
- Developed customizable parameters for terrain variation, object placement, and difficulty scaling.

Build Co-Lead

Feb 2025 – Present

INIT

Miami, FL

- Designed, planned, and led** a team to develop an immersive **XR** experience for the INIT Build program.
- Developing an **XR**-powered **virtual tour** of FIU, leveraging **Gaussian splats** to showcase key campus locations.
- Served as **Scrum Master**, ensuring steady progress and successful **sprint** execution.
- Managed **sprint** tasks in **Asana**, ensuring clear assignments and team productivity.
- Presenting** the **XR** project to an audience of **300+** attendees at the INIT Build program.

Projects

Meta Museum (MIT Reality Hacks Winner) | TypeScript, Blender, Meta Quest 3, Meta Horizon Worlds, Devpost

- Led** the **winning project** at Meta's Horizons Lifestyle Challenge—the **largest VR/XR** hackathon in the U.S.—held at **MIT** in Cambridge, MA.
- Developed complex game logic and **AI algorithms** in **TypeScript**, enhancing player experience and difficulty scaling.
- Designed and crafted 3D assets in **Blender**, demonstrating expertise in **modeling, texturing, and rendering**.

CatTrax | C#, Unity

- Developed an endless runner **VR** project in **Unity (C#)**, where players navigate a growing civilization of cats across an island, implementing immersive controls and procedurally generated environments.
- Led** the **backend** development team for CatTrax, implementing core **gameplay** systems and **performance optimization**.
- Integrated obstacle-avoidance **algorithms** and **interactive elements**.

Fright Light | C++, Blueprints, Unreal Engine 5

- Developed an asymmetrical **VR** party game featuring one **VR** player and two external controller players in a paranormal hide-and-seek format.
- Created immersive environments in **Unreal Engine 5 (C++)** with visual scripted lighting and textures
- Implemented mechanics to calculate the distance between each ghost and flashlight origin, triggering ghost player elimination based on proximity.
- Collaborated with a team to integrate **networking, custom assets, and gameplay** mechanics, focused on **multi-player** engagement

Leadership

Build Lead | FIU INIT

- Build Lead of INIT Build Program. Managing a team of engineers to develop an XR experience for 500+ attendees.

Mentor | XR Bootcamp

- Providing mentorship to students in Unity and XR development, guiding them in utilizing Unity's XR toolkit.

Basketball Coach | Elite Basketball Academy

- Assistant coach for Elite Basketball Academy, Taught over 1,000 students and held private 1 on 1 sessions.