

JOSE ANDRES ROSERO-CURET

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SUMMARY

Creative Technologist and AR/VR designer seeking to apply technical software and hardware knowledge, meticulous organizational skills, production experience, and strategic agile thinking, in a role that contributes to the frontier of spatial computing and storytelling.

PROFESSIONAL EXPERIENCE

Enklu, CA 2019

Client & Community Success Manager

- Managed Hololens onboarding process including virtual demos
- Oversaw Pilot Program, Creator Community & Email Nurture campaigns
- Created promotional and educational media for Enklu on Youtube

High Fidelity, Inc, CA 2018

Support and Engagement Associate

- Onboarding users new to Social VR while providing technical support and guidance to returning users.
- Creating in-world 3D assets with Blender, for use by the SEA team.
- Generating case files for QA team on Fogbugz/Manuscript and collaborating on Confluence

Exit Reality, CA 2018

VR Guide for HTC/Steam VR based installations

- Assisting new users with their first VR experience by providing clear instructions for licensed games and demos
- Troubleshooting and operating PC Computer, Vive HMD, and Steam on site
- Setting up custom VR booths and playspaces for clients in the Bay Area

Kinetic Events, CA 2018

Brand Ambassador / Production Assistant

- Engaging with event attendees to ensure a memorable experience, while relaying key talking points of the clients brand.
- Collecting contact information, wayfinding, and troubleshooting iPads, VR HMDs, and other equipment on site.

See full work history: [linkedin.com/in/joseandresrosero](https://www.linkedin.com/in/joseandresrosero)

RELEVANT EXPERIENCE

VR & Multimedia Curriculum, Creativity Explored, 2018

Instructor/Researcher

Created a Guidebook for teaching VR art-making tools to adults with disabilities. Documented best practices for equipment use. Produced several videos which generated income for artists. Provided technical consultation that helped secure the Kenneth Rainin Foundation grant..

Light City, Neighborhood Lights, Baltimore, MD 2016 & 2017

Project Manager / Designer

Created two interactive art installations for the public. Booked musical talent and hired contractors for live event. Fabricated art objects utilizing laser cutter, acrylic, LEDs, and projectors.

Redbull Amaphiko Festival, Baltimore, MD 2017

Designer / Logistics Coordinator.

Created Popup Gallery installation utilizing 3 shipping containers.

References available upon request

EDUCATION

B.A. Digital Communications

University of Baltimore 2014

SKILLS

Web Development

HTML5, Css3, Three.js,
Aframe, WebFlow

Tools & Software

Resolume, MadMapper, VDMX,
Unity3D, TouchDesigner, AbletonLive,
Adobe Suite, Cinema4D, Blender,

Oculus Rift, Oculus Go, HTC
VIVE, Windows Mixed Reality

Tilt Brush, Oculus Medium, Quill

Communication

Google Suite, Microsoft Office, Slack,
Asana, WhenIWork, Trello, Manuscript,
Confluence

PROJECTS

XRARTISTTOOLKIT.COM

Compendium of XR Tools
Creator

MORPHTABLET+

UI Redesign for High Fidelity
Designer & Developer