

# XR DEVELOPER

RAMON DEL MONDO  
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## ABOUT

I am a software developer with over 10 years of experience developing real-time applications using Unity. My work focuses primarily on simulators and immersive technologies, with experience in projects spanning entertainment, professional training, and medical education.

Throughout my career, I have developed digital games, medical simulators, and applications for Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR), handling everything from application architecture to feature implementation and performance optimization.

I also participated in developing surgical simulators that utilize haptic devices for orthopedic procedure training, integrating computer graphics, real-time interaction, and specialized hardware to replicate clinical procedures.

My expertise includes software architecture, Unity, C#, XR Interaction Toolkit, OpenXR, Meta Quest, 3D development, real-time application optimization, hardware integration, interactive interfaces, and simulation.

I am interested in projects involving immersive technologies, 3D visualization, simulation, game development, and highly complex interactive applications.

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## PROFESSIONAL CAREER

### VirtualiSurg

*XR Developer*

São Paulo-SP, Brazil

Jun 2024–present

I currently work with an international, multidisciplinary team to develop virtual reality simulators for the healthcare sector.

### ba•io

*Senior Unity Developer*

São Paulo-SP, Brazil

Nov 2019–Jun 2024

I was responsible for the development of the SimMics simulator (Unity), used for training on botox applications and developed the server API (Node.js). Development for HoloLens and mixed reality.

### JJC do Brasil

*React Native Developer*

São Paulo-SP, Brazil

Oct 2018–Jul 2019

I was responsible for leading a small React Native team for the development of applications focused on the healthcare area.

### SIOUX GROUP

*Unity Developer*

São Paulo-SP, Brazil

Apr 2017–Sep 2018

I was a member of a small team for unity development of games: War, Perfil, Overjump Arcade, Mundo Ripilica.

### INTERCODE

*Unity and React Native Developer*

São Paulo-SP, Brazil

Aug 2015–Mar 2017

I was responsible for maintaining and developing new features of the Coobo game and developer of applications in React Native.

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## EDUCATION

- MBA in Technology for Business: AI, Data Science, and Big Data - PUCRS (2026-2027)
- Game Design Bachelor's Degree (Anhembi Morumbi 2013–2016)

- Culinary Technologist (SENAC 2007–2009)

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## LANGUAGES

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- English: Advanced
- Portuguese: Native

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## EXTRA ACTIVITIES

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- Global Game Jam 2018
- Kolks Game Jam 2015

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## PORTFOLIO

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<https://ramondelmondo.com>