



JESÚS EDUARDO PALOMO DELGADO

SOFTWARE ENGINEER | FRONTEND & UI-UX DEVELOPER | MOBILE SYSTEMS

Software Developer focused on building high-fidelity, high-performance user interfaces with clean architectures. Specialized in frontend (React) and mobile (Flutter) development, with a strong ability to integrate complex human-computer interaction logics. My background in virtual environments and 3D spatial structures acts as a technical accelerator, allowing me to optimize real-time rendering, shaders, and graphic performance on critical interfaces where traditional developers encounter rendering bottlenecks. Passionate about solving complex structural problems through agile workflows and highly scalable code.

WORK EXPERIENCE

OniricMob | (sep. 2024 - currently)

XR & FRONTEND DEVELOPER

- Designed and implemented core software architectures for interactive and augmented reality applications
- using C# and real-time engines.
- Optimized logical performance on mobile devices, significantly reducing loading times and memory consumption through efficient rendering profiles.
- Collaborated on user interface (UI/UX) engineering, ensuring seamless transitions and an immersive user experience aligned with usability heuristics.
- Coordinated technically with multidisciplinary teams under the Scrum framework to guarantee deliveries on critical schedules.

Fyware | (ago. 2022 - feb. 2023)

TECHNICAL INTERFACE OPTIMIZER & 3D LOGISTICS

- Designed and implemented core software architectures for interactive and augmented reality applications
- using C# and real-time engines like unreal engine and Unity 3D.
- Optimized logical performance on mobile devices, significantly reducing loading times and memory consumption through efficient rendering profiles.
- Collaborated on user interface (UI/UX) engineering, ensuring seamless transitions and an immersive user experience aligned with usability heuristics.
- Coordinated technically with multidisciplinary teams under the Scrum framework to guarantee deliveries on critical schedules.

EDUCATION

Bachelor - Degree in Artificial Intelligence Engineering

UNIVERSITY HYBRIDGE EDUCATION

Bachelor's Degree in Design and Art for Video Games.

UNIVERSITY OF ADVANCED TECHNOLOGIES (UNIAT)

CONTACT

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EXPERTISE

- C#
- C++
- JavaScript
- Dart
- HTML5 & CSS3
- AI integration
- 3D Modelling.

TECHNICAL STACK

- React
- .NET
- Flutter
- Unreal Engine & Unity
- Postman
- CLI
- Web API

PERSONAL SKILLS

- Agile Frameworks
- Cross- Platform Mobile
- API Integration.
- Version Control GitHub & Azure
- Familiar with various work methodologies.