

Jessica Esmeralda Tello Arredondo

TECHNICAL LEAD | SENIOR UNITY ENGINEER | XR SOFTWARE ENGINEER

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PROFESSIONAL SUMMARY

Technical Lead and Senior Unity/XR Software Engineer with 6+ years of experience building, shipping, and supporting production-ready real-time 3D, game-engine, SDK, multiplayer, and immersive systems. Hands-on expertise in Unity, C#, C++, native plugins, OpenXR, Android integration, software architecture, CI/CD, and performance optimization. Delivered 7 public production releases in 14 months for Epic Games and led multidisciplinary teams of up to 15 professionals across 6 concurrent XR projects.

CORE COMPETENCIES

Leadership & Delivery: Technical leadership, system architecture, mentoring, hiring, estimation, sprint planning, code and architecture reviews, QA/release management, technical risk, Agile/Scrum, stakeholder management, bilingual client communication

Programming & Architecture: C#, C++, Java, Kotlin, OOP, SOLID, MVC, state machines, Observer, dependency injection, ScriptableObjects, event-driven systems, design patterns, data structures and algorithms

Unity, XR & Real-Time 3D: Unity 3D/2D, OpenXR, XR Interaction Toolkit, Meta XR/Oculus, SteamVR, HTC Vive, HoloLens, AR Foundation, Unity Timeline, Photon PUN, Unreal Engine, physics, multiplayer, telemetry, scoring

Native, Platforms & Backend: Epic Online Services, native plugins, IL2CPP, Mono, Android Studio, Gradle, AAR, JNI, Android NDK, CMake, adb, REST APIs, Firebase, databases, Windows, Android, macOS, iOS, Linux, Nintendo Switch

Quality, DevOps & Performance: Unity Test Framework, unit/PlayMode/standalone testing, GitHub Actions, CI/CD, Git, Azure DevOps, Jira, Unity Profiler, draw calls, object pooling, baked lighting, occlusion culling, shaders, memory optimization

PROFESSIONAL EXPERIENCE

Senior Game Engineer | Apex Systems (Client: Epic Games) | February 2025 - July 2026

- Served as a developer for the Epic Online Services Unity plugin, owning SDK integration, cross-platform architecture, defect prioritization, incident investigation, release validation, and production support.
- Contributed to 7 public production releases in 14 months and owned 1 release end-to-end, covering implementation, testing, packaging, validation, and publication across Windows, Android, macOS, iOS, and Linux.
- Integrated EOS SDK versions and debugged C#/C++ managed-native boundaries, native plugins, IL2CPP/Mono, authentication, platform loaders, dependencies, and runtime behavior across multiple Unity LTS versions.
- Implemented Java/Kotlin Android integration and configured AndroidManifest, Gradle, AAR packaging, JNI, Android NDK, CMake, adb, and Android Studio for production builds and device compatibility.
- Maintained automated compilation, unit, PlayMode, standalone, and CI test workflows with GitHub Actions; detected a macOS regression before release and improved build reliability through refactoring and automation.
- Handled approximately 12 developer-reported issues per month, delivering root-cause analyses, fixes, documentation, and workarounds while converting recurring issues into lasting product improvements.

Senior Unity Developer / Technical Lead | Yeltic | January 2024 - January 2025

- Led architecture and delivery for 4 client-used Unity XR training and digital-learning projects serving government defense and international education organizations.
- Managed a 6-person multidisciplinary team across software development, UX/UI, and 3D art; owned estimates, task assignment, code reviews, architecture approval, performance evaluations, QA coordination, and final delivery.
- Designed reusable architectures for 3D interaction, scene organization, persistence, telemetry, scoring, reporting, device integration, and backend communication using OpenXR, XR Interaction Toolkit, SteamVR, and Meta XR.
- Translated client requirements into technical proposals, architecture decisions, estimates, sprint plans, and implementation tasks; led demonstrations and delivery meetings in English and Spanish.
- Integrated Azure and Firebase services into Unity applications through C# SDKs and REST APIs, supporting authentication, persistent user data, cloud file storage, telemetry, reporting, and AI-powered features.
- Designed cloud-backed Unity architectures combining Microsoft Foundry/Azure OpenAI, Azure Functions, Cosmos DB, Blob Storage, Key Vault, and Application Insights with Firebase Authentication, Firestore, Cloud Storage, and Cloud Functions.

Industrial Development Lead | Fyware | January 2021 - October 2023

- Promoted from Unity Developer after 1 year based on technical leadership, project recovery, delivery consistency, estimation, mentorship, and client communication.
- Led up to 15 Unity developers, 3D artists, animators, and UX/UI designers across as many as 6 concurrent industrial XR projects, with final authority over architecture, staffing, technical quality, and delivery.
- Contributed to approximately 17 client-deployed XR projects across industrial training, manufacturing, robotics, safety, healthcare, art, entertainment, and real-estate visualization; delivered one XR solution used to train 180 plant employees.

- Owned technical planning, staffing estimates, sprint execution, risk management, code and architecture reviews, build validation, QA coordination, client delivery, real-world deployment, and post-release support.
- Defined architectures using MVC, state machines, Observer, dependency injection, and ScriptableObject-based systems; introduced Scrum, SOLID, clean-code standards, branching strategies, Definition of Done, testing checklists, and reusable project templates.

Unity Developer | Fyware | December 2019 - January 2021

- Developed end-to-end industrial VR and AR applications, interaction systems, machinery simulations, guided procedures, UI flows, physics, multiplayer, telemetry, scoring, reporting, persistence, and REST API/database/cloud integrations.
- Built a confidential multiplayer XR experience supporting 2 to 4 simultaneous participants and reusable C# systems based on state machines, event-driven patterns, telemetry pipelines, and scoring algorithms.
- Optimized draw calls, 3D models, baked lighting, occlusion culling, memory, object pooling, shaders, and scene-loading times using Unity Profiler; authored an internal XR development and performance-optimization guide.

SELECTED TECHNICAL PROJECTS

- **Industrial VR Training Portfolio:** Owned complete or end-to-end implementations for Forklift Operation, Working at Heights, and LOTO Safety Training using Unity, C#, OpenXR, SteamVR, Meta Quest 2, and HTC Vive Pro; engineered vehicle physics, dynamic center of mass, procedural validation, interaction blocking, fall simulation, feedback, and VR comfort.
- **Shooter Arena - Multiplayer Game:** Built a playable four-player Unity 6 prototype with C#, Photon PUN 2, URP, named rooms, character selection, synchronized movement and animation, projectile combat, health, respawning, and match-state management.
- **UR5 Robotic Arm AR Simulation:** Created a mobile AR prototype with Unity, C#, AR Foundation, inverse kinematics, interactive end-effector targeting, and real-time joint visualization for training and technical demonstrations.

EDUCATION, LANGUAGES & RESEARCH

Bachelor's Degree in Mechatronics Engineering | Universidad Autonoma de San Luis Potosi, Campus Zona Media | August 2014 - May 2019

Languages: Spanish (native); English (professional working proficiency, client-facing technical communication)

Research: Manipulation of Virtual Objects in the Oculus Rift System for Mechanical Assemblies - Verano de la Ciencia 2018; presented at the 6th Young Researchers Meeting, 2018

PLATFORMS & XR HARDWARE

- **Platforms & Build Targets:** Windows, macOS, Linux, Android, iOS, WebGL, Nintendo Switch, Xbox, and PlayStation; desktop, mobile, web, console, PCVR, standalone XR, mobile AR, and mixed-reality deployments.
- **XR Headsets & Devices:** Meta/Oculus Quest family (Quest and Quest 2), Oculus Rift, HTC VIVE, HTC VIVE Pro, and Microsoft HoloLens.
- **XR SDKs, Runtimes & Toolkits:** OpenXR, Unity XR Interaction Toolkit, Meta XR SDK, Oculus SDK, SteamVR, AR Foundation, HTC VIVE SDK, and HoloLens SDK.
- **Native & Platform Integration:** IL2CPP, Mono, native plugins, Xcode, Android Studio, Android NDK, AndroidManifest, Gradle, AAR, JNI, CMake, adb, and DX12.