

# JESÚS DAVID ANGARITA

*Agentic Software Engineer | Unity, XR & C#*

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Game Development | Virtual Reality (VR) / XR | Unity Engine | C# Programming | Agentic AI Development | AI Agents | Shaders & VFX | Multiplayer Systems | 3D & Animation | Interactive Systems | Real-Time Applications | Developer Tooling & Automation | Software Quality & Testing | Performance Optimization | Cross-Functional Collaboration | Agile Game Development

## Professional Summary

Senior Software Engineer with 6 years of experience building interactive platforms, tooling, and immersive systems within gaming, VR, and digital products. Currently an Agentic Software Engineer at Somnium Space, orchestrating AI coding agents across investigation, implementation, review, and validation while retaining ownership of architecture and final technical decisions. Creator of custom GPTs with 400K+ users and of AI-powered developer tools. Seasoned developer and designer with a unique blend of formal education and self-taught expertise spanning illustration, animation, 3D modeling, game mechanics, shaders, and Visual Effects (VFX). Strong background developing user interfaces, internal tools, and scalable applications using C# (Unity), JavaScript / TypeScript, and React. Proven experience working in quality-driven environments, collaborating with cross-functional teams to improve developer experience, performance, and reliability. Passionate about pushing the creative limits of immersive experiences and building high-quality platforms that enable teams to scale efficiently.

## Professional Experience

### **Somnium Space | Prague (Remote)**

**Mar 2022 – Present**

#### ***Agentic Software Engineer | Unity & XR***

*Aug 2026 – Present*

- Evolve software development across large-scale Unity and XR projects through agentic workflows, orchestrating AI coding agents throughout investigation, implementation, code review, and validation.
- Retain ownership of architecture and final technical decisions, turning ambiguous requirements into reliable, maintainable production changes while preserving existing architectural boundaries.
- Work across C#, real-time and multiplayer systems, UI, shaders and VFX, developer tooling, and automation.

#### ***Software Engineer | Unity & XR***

*Mar 2022 – Jul 2026*

- Developed and maintained immersive VR systems inside Somnium Space, a persistent VR universe with a strong decentralized economy, using Unity and C#.
- Contributed across real-time multiplayer features, networking, and user interaction, working between software engineering and technical art across engineering and creative pipelines.
- Acted as a senior technical contributor within a large-scale virtual reality multiplayer gaming platform, influencing implementation decisions and engineering best practices across game-related systems.
- Led the development of interactive gameplay-related user interfaces and platform features using C# (Unity) and JavaScript, supporting real-time and immersive player experiences.
- Built shaders and Visual Effects (VFX) to enhance immersion and visual quality across the platform.
- Drove the evolution of internal tools and platform components used by game developers, QA, and content teams, improving development efficiency and platform reliability.
- Collaborated closely with game designers, product stakeholders, and QA teams to translate gameplay mechanics, platform requirements, and player experience goals into technical solutions.
- Applied debugging, performance tuning, and defect resolution in live and pre-release environments, and played a key role in incident investigation and root-cause analysis for live platform issues.
- Championed maintainable code, documentation, and coding standards through code reviews and technical discussions within the engineering team.

### **Fundación Mapa (MapaKids) | Paraguay (Remote)**

**Mar 2022 – Nov 2022**

#### ***Web Software Developer (Part-time) | Interactive Web Games & Digital Platform***

- Designed and developed web-based video games and interactive experiences for [mapakids.org](https://mapakids.org), focusing on engagement, performance, and usability.
- Built interactive web games using p5.js as a graphics and interaction engine, applying game-loop logic, real-time rendering, and user input handling.

- Created and maintained an interactive website hosted on a VPS, managing deployment, updates, and platform stability.
- Developed custom WordPress plugins using JavaScript, PHP, HTML, and CSS, extending platform functionality and supporting interactive content delivery.
- Acted as both designer and developer to deliver a cohesive user experience aligned with the educational goals of the platform.

## **El Efecto Exponencial SAS (E3 Group) | Bogotá, Colombia**

**Apr 2020 – Apr 2022**

### **Web Developer & Designer**

- Led the end-to-end design and development of interactive websites, owning the process from concept definition with clients through UX design, visual direction, and technical implementation.
- Designed user experience (UX) flows and visual concepts aligned with business goals, ensuring intuitive navigation and engaging digital experiences.
- Developed frontend solutions on WordPress, building custom responsive layouts and interactive components with Elementor and Oxygen.
- Managed website deployment and publishing on hosting environments, ensuring platform availability and reliability.
- Implemented performance optimization strategies, including CDN configuration, to improve load times and user experience.
- Collaborated directly with clients and stakeholders, translating requirements into functional and visually cohesive digital products.

## **Ruta Ibagué | Ibagué, Colombia**

**Mar 2019 – Jan 2020**

### **Mobile Game Developer**

- Designed and developed a mobile interactive application focused on real-time user interaction and spatial navigation.
- Built a living map system with real-time geolocation, dynamically displaying nearby locations and points of interest.
- Implemented game-like interaction mechanics, allowing users to discover, explore, and interact with locations in real time.
- Developed interactive map-based interfaces showing real-time proximity, contextual information, and social media integration for each location.
- Performed testing, debugging, and performance optimization to ensure stability across mobile environments.
- The application received awards and recognition and was featured in the press.

## **Personal Projects & Self-Driven Work**

### **TinyAgentOffice | Source-Available**

**v0.1.1 | 2026**

#### **Multi-Agent Coding Dashboard | [github.com/Ninquiet/TinyAgentOffice](https://github.com/Ninquiet/TinyAgentOffice)**

- Built and released a Windows desktop dashboard in **Electron, React, TypeScript, and SQLite** for coordinating multiple coding agents inside a project, shipped as a portable build backed by regression and end-to-end tests.
- Designed role-based agents (Project Manager, Senior, Semi Senior, Junior) with delegation rules, escalation paths, and a reviewer role that checks completed work before it reaches the user.
- Built a SQLite-backed coordination runtime for task claiming, prerequisites, reviews, and reports, with per-project agent memory that keeps agents replaceable if one loses context.
- Integrated with OpenCode to launch and monitor agents from configurable cartridges, mixing LLM providers by role based on reasoning style, cost, and strengths.

### **Custom GPTs, ChatGPT Plugin & Firefox Add-on | AI Tools**

#### **Published AI Developer & Productivity Tools**

- Created and published custom GPTs that have reached **400K+ users**.
- Published a free Unity plugin for ChatGPT that helps developers implement MCP integrations, follow feature implementation workflows, debug, and review project health, with multiple editor workflows.
- Published *ChatGPT Wider Answer Space*, a Firefox add-on on addons.mozilla.org that widens ChatGPT's answer area for easier reading.

### **Canvas Bend Points | Open Source (MIT)**

**v0.1.6 | 2026**

#### **Obsidian Plugin | [github.com/Ninquiet/obsidian-canvas-bend-points](https://github.com/Ninquiet/obsidian-canvas-bend-points)**

- Built a free Obsidian plugin in **TypeScript** that adds draggable bend points, live route previews, and movable labels to Canvas connections.
- Set up automated tests, a GitHub Actions workflow, and versioned releases, with bilingual (English / Spanish) documentation and an animated demo.

## Academic Experience

**Universidad de Ibagué | Ibagué, Colombia**

**Jan 2024 – Dec 2025**

### ***University Professor (Part-time)***

- Taught software development fundamentals, user experience, and interactive systems to undergraduate students.
- Mentored students through hands-on technical projects, promoting clean code, structured problem-solving, and best engineering practices.
- Fostered a product-oriented mindset, helping students approach problem-solving with both user experience and technical feasibility in mind.
- Guided learners in applying frontend development concepts, tooling, and technical workflows to real-world use cases.
- Encouraged documentation, testing discipline, and code quality standards aligned with industry practices.

## Education

|                     |                                                           |                                                                       |
|---------------------|-----------------------------------------------------------|-----------------------------------------------------------------------|
| Feb 2015 – Feb 2020 | Universidad de Ibagué                                     | Bachelor's Degree   Systemic Design                                   |
| Feb 2024 – Dec 2026 | Universitat Oberta de Catalunya (UOC)   Spain             | Master's Degree (Expected Dec 2026)   Video Game Design & Development |
| Feb 2026 – Present  | Politécnico Grancolombiano                                | Software Engineering (In Progress)                                    |
| Mar 2013 – Jul 2015 | Universidad Católica San Antonio de Murcia (UCAM)   Spain | Diploma   Video Game Development & Programming (Unity)                |

## Certifications

- UX Design for Virtual Reality | Interaction Design Foundation (IxDF), 2025
- The Ultimate Guide to Video Game Optimisation | Holistic3D, 2023
- Multiplayer Virtual Reality Development With Unity | IRONHEAD Games, 2022
- 3D Video Games Developer | Level 1
- Diploma Universitario en Creación de Videojuegos con Unity 3D
- Diploma Universitario Desarrollador de Videojuegos con Unity 3D
- Videojuegos y Básico de Realidad Aumentada | Universidad de Ibagué, 2015
- DigitalOcean Course | Platzi, 2022

## Languages

- Spanish | Native / Bilingual
- English | Full Professional Proficiency

## Technical Skills

- Unity Engine & C# (real-time environments)
- Virtual Reality (VR) / XR / Immersive Experiences
- Game Development & Web Game Development
- Agentic AI Development & Multi-Agent Orchestration
- Generative AI, Custom GPTs & MCP Integrations
- Shaders & Visual Effects (VFX)
- 3D Modeling, Animation & Illustration
- Multiplayer & Networked Systems
- Procedural Generation
- Developer Tools & Automation
- System Architecture & Clean Code
- Frontend Engineering (React, Electron) & UI / UX
- JavaScript / TypeScript, p5.js, HTML / CSS / PHP
- WordPress (custom plugins)
- Mobile Apps & Geolocation / Map-Based Systems
- Python (basic working knowledge)
- Software Quality, Testing & Debugging
- Performance Optimization
- CDN & VPS Deployment
- Technical Documentation
- Git / GitHub (GitHub Actions: basic)
- Agile / Scrum

## Soft Skills

Technical Leadership (Senior Contributor) | End-to-End Ownership | Problem Solving | Creative & Systems Thinking | Cross-Functional Collaboration | Clear Technical Communication | Quality-Oriented Mindset | User-Centered Thinking | Adaptability | Autonomy & Accountability | Continuous Learning | Stakeholder Alignment