

# Chiara Locatelli

## Unity AR & VR Developer | Game Developer

6900, Lugano, Switzerland

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### Summary

Junior **Unity / AR & VR Developer** with 3+ years of experience creating **interactive applications** for **HoloLens 2, Meta Quest, and mobile platforms**.

**3+ years of game jam experience**, participating in multiple events per year, developing rapid prototypes and collaborative projects.

Seeking opportunities in **Unity, XR, or Game Development** across Europe.

### Work Experience

#### Bachelor Assistant – Unity / AR & VR Developer

SUPSI DTI, Lugano | 10/2021 - 02/2025

- Developed **AR/VR applications** in **Unity (C#)** for **HoloLens 2, Meta Quest, and mobile (Android)**
- Implemented **interactive features** using **MRTK and Meta XR SDK**
- Optimized **performance and user experience** on standalone and mobile devices
- Conducted **user testing and validation** with **200+ students**
- Collaborated with **multidisciplinary teams** including developers 20%, teachers 40%, and psychologists 40%

### Game Portfolio

- 3+ years of game jam experience, participating in multiple events per year and developing collaborative prototypes
- GitHub: <https://github.com/ChiaraLoca> - Unity projects and prototypes
- Portfolio: <https://chiaralocatelli.com/> - demos and interactive applications

### Education

#### Bachelor in Computer Science Engineering

SUPSI DTI, Lugano (Switzerland) | 11/2018 - 10/2021

#### Technical Institute Diploma

Marco Polo, Colico (Italy) | 11/2012 - 07/2018

### Technical Skills

**Unity & XR:** Unity, C#, MRTK, Meta XR SDK

**Platforms and Devices:** HoloLens 2, Meta Quest 3 / Pro, Android

**Backend / Web (support):** REST APIs for Unity integration

**Tools:** Git, GitLab

**Frontend / Web (optional):** HTML5, CSS, JavaScript

**Languages:** Italian (Native), English (B2)

### Certifications

3D Game Development (Unity) – Udemy, 2024

Advanced AI for Games: Behaviour Trees (Unity 6) – Udemy, 2025

### Soft Skills

- Teamwork in **multidisciplinary projects**
- Rapid prototyping & **problem solving** (game jams)
- Technical & creative communication (**articles, presentations, demos**)
- Collaboration with **non-technical stakeholders**
- Autonomy in **development and task management**