ISA CANTARERO

SOFTWARE ENGINEER
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206-377-9650

EMPLOYMENT HISTORY

Software Engineer, Qualcomm, Redmond

April 2023 - September 2024

- Created UI features for Qualcomm's XR System Shell App by integrating and pairing software functionality with hardware controls for Qualcomm's XR hardware.
- Developed panels for dynamic user boundary detection and implemented user feedback such as edge color and boundary modification using hlsl to enhance user safety and experience.
- Developed UI using StereoKit (engine in which the System Shell was built) and also modified its core components to extend functionality and adapt them to our project requirements.

Software Engineer, Microsoft, Redmond

October 2021 - March 2023

- Developed features for a mixed reality platform that allow users to enter an 'edit mode,' enabling them to create and customize virtual environments—such as conference setups—by adding objects and uploading changes either online or directly within the application.
- Advocated for accessibility features for MRTK (Mixed Reality Toolkit). I created user personas, shaped planning discussions including research for legal strategy integrating inclusive design principles and enhancing tool's usability tools for diverse user groups.

Applications Developer, Oracle, Guadalajara

January 2018 - October 2021

- UI developer lead for ERP (Enterprise Resource Planning) web app, as well as lead for the Automation Tests Project for it.
- Backend Engineer in services as rest, onboarding, extraction, ingestion and aggregation for ERP web app.
- Served as Scrum Master across multiple teams, partnering with Product Managers to streamline project priorities, avoid task duplication, and enhance team productivity, leading to successful project completions under tight deadlines

SKILLS

Tools and technologies: *C#, Java, JavaScript, TypeScript, HTML, CSS, Unity, MRTK toolkit, Stereokit, Oracle Jet, Q Unit, Selenium, Power Mockito, Knockout, Jenkins, requirejs, karma, mocha. Less confident but not limited: kubernetes and hlsl.*
Version Control: *GIT.*
Prototyping: *Figma, Invision, Concepts, Procreate.*
Scrum Tools and Methodologies: *Agile, JIRA, Microsoft Boards, Confluence, Asana, Trello, Notion.*
Devices: *Lenovo A3, SKU4, Motorola Edge+, Lenovo VRX, Anorak SKU2.*

EDUCATION

Universidad Panamericana, Guadalajara — Bachelor's degree in Digital Animation Engineering.
August 2013-February 2019, Guadalajara
- Design in new Technologies specialization.

ABOUT ME:

Coffee lover in the mornings, fantasy reader on the weekends, chocolate addict ALWAYS.
I thrive on curiosity and have a deep passion for learning and expanding my knowledge. I believe in the power of collaboration, and I am excited to take on new challenges.