



AITOR IZURRATEGUI

UNITY ENGINEER | VR & MIXED REALITY | C #

Unity engineer with 5+ years building VR experiences, currently owning cross-cutting systems on a Meta-funded Mixed Reality sports app for Meta Quest. AI-first developer leveraging agentic tools (Claude Code) to move fast across game, web and tooling projects, with strong UX and systems design instincts.

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 [Portfolio](#)

 [Linkedin](#)

 [Github](#)

PROFESSIONAL EXPERIENCE

YBVR (YERBA BUENA VR) • Madrid, Spain

Nov 2024 - Present (1 year 9 months)

Unity VR Developer

- Developed Unity/OpenXR features for Xtadium, a free Meta-funded Mixed Reality sports app for Meta Quest featured as a top Meta MR app, streaming NBA, UFC, EuroLeague and NASCAR content up to 8K 180°/360°.
- Redesigned the app's spatial UI system for VR and Mixed Reality: default placement and scale of every panel, plus automatic repositioning tied to the headset's native recenter, replacing a manual confirmation step.
- Contributed to the team's UI component system and shared design-system package (custom UI Toolkit editors, global data bindings): design now builds and restyles entire screens in Unity, and engineering only wires up functionality.
- Owned the end-to-end implementation of the first-run interactive tutorial, from Timeline prototype to production, on a UX shaped with the design team: step sequencing with exit and resume at any point, 3D coachmarks in space, immersive video synced to the flow, and hand tracking.
- Built a real-time interactive 3D tabletop for NASCAR content: a manipulable track model rendering 100+ cars from chunked race telemetry, kept in sync with video playback and designed to consume the same stream for live and VOD.
- Built the reusable spin-off system that derives standalone apps from a shared codebase, shipping 3 published Meta Store apps (Xtadium for sports, Xtadium Music and CultVR for culture), plus the localization system behind it (English, Spanish and German, extensible to any number of languages).
- Leading the effort to take the app beyond a single headset vendor: isolating device-specific dependencies (vendor avatar profiles and other SDK-bound features) into device-agnostic systems so every target builds from a single project.
- Contributed to the Photon-based co-watching (watch party) feature in remote and co-located modes, and to the team migration of the interaction rig to Unity's XR Interaction Toolkit and the headset loader from Oculus to OpenXR.
- Contributed to the team's stable 90 FPS target on Meta Quest with generic object pooling, smart loading of the interface and Addressables organized per build configuration.
- Owned the notification subsystem across two generations and the retirement of the legacy one, within a continuous refactor of core systems (navigation, backend data integration, Built-in to URP migration) that cut technical debt on a live app without slowing delivery.

LURTIS AI • Móstoles, Spain

Sept 2022 - June 2024 (1 year 10 months)

Unity Game Developer

- Programmed, tested and optimized gameplay mechanics and in-game environments for an unannounced RPG mobile transmedia title in Unity URP, and helped design and document its mechanics, UI and overall game experience.
- Defined and helped design its inventory system, and prototyped the core gameplay loop: party management and adventure runs across procedural scenarios.
- Coordinated 3D and 2D art teams using an agile workflow to create and implement assets in-engine, following design documentation.
- Developed a management dashboard (Angular, TypeScript, Firebase) and an early multiplayer testing mode for "ZPLN", a released mobile game.

LURTIS AI • Móstoles, Spain

Mar 2021 - June 2021 (4 months)

Intern Unity Developer

- Implemented game mechanics and UI for a serious game focused on teaching recent history to teenagers in a classroom setting.

Intern Unity Developer

- Assisted in the development of a truck inspection simulator for a US commercial driving licence training company, and of a runner-type video game for a Spanish company.

ADDITIONAL EXPERIENCE

Freelance online

2022

Private tutor in Unity and Programming

GENETSIS • Madrid, Spain

2017

Intern Networking Technician

MULESOL, AENA • Madrid, Spain

2016

Intern IT Technician**PROGRAMMING LANGUAGES**

- C#
- Python
- C++
- Javascript / Typescript

TECHNOLOGIES

- Unity (URP)
- Unreal Engine
- VR / MR / OpenXR
- XR Interaction Toolkit
- Meta XR SDK
- Photon
- ShaderGraph / HLSL
- Addressables
- UI Toolkit
- Git / Github Actions
- OpenGL / GLSL
- Angular / Firebase
- HTML / CSS

PROJECTSC++ Game Engine • 3D and 2D

2023

Programmer

- Developed a c++ game engine using SDL2 and OpenGL for learning purposes.

Game Jams (Unity) • 3 Solo Game Jams

2024

Designer & Programmer (2-person team)

- Designed and programmed three solo-jam games in 3-day to 2-week timeframes: Point of No Return (2nd overall, Unity Jam/Tooling.gg), The Precise Hero (4th in gameplay, Todo Game Jam) and Feather Fallout (1 bit Jam #4).

G!RO (Unity) • Procedural Top-down Arcade Game

2022

Designer & Programmer (4-person team)

- Designed and programmed overall game experience, mechanics, progression and UI.
- Awarded the "Most Enjoyable Game" audience award in the Fun&Serious Bilbao Event (2022). Also got nominated for the "Best Retro Game" award.

ADDITIONAL SKILLS

- Notion
- Clickup
- Agile Workflow
- Canva
- Miró
- Photoshop
- Premiere
- Audition
- Zbrush
- 3DS MAX
- Substance Painter
- Marmoset Viewer
- After Effects

EDUCATION

Universidad Rey Juan Carlos • Móstoles, Spain

2022

Master's in Computer Graphics, Simulation & VR (coursework completed, degree not awarded)

UDIT • Madrid, Spain

2018 - 2022

Bachelor Degree in Videogame Development and Game Design

UDIT • Madrid, Spain

2018 - 2020

Certificate of Higher Education in 3D Animations, Game Development and Interactive Environments

UDIT • Madrid, Spain

2018 - 2020

Higher National Diploma (UK) in Creative Media Production

JOYFE • Madrid, Spain

2016 - 2018

Vocational Education and Training in Microcomputer Systems and Networking**LANGUAGES**

- Spanish (Native)
- English (Fluent)

ADDITIONAL EDUCATION

JOYFE • Madrid, Spain

2022

Cisco CCNA: Routing and Switching · Microsoft Office Specialist