

Tiago Jesus

IT Solution Expert | UI/UX Design | 3D Modeling | Unity, Omniverse and Unreal Development

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Portuguese – Native | English – Advanced

Experience

SIEMENS AG

02/2021-Today

Lisbon, Portugal

IT Solution Experte

- Developer of interactive and immersive 3D, environments with strong emphasis on in industrial environments such as Industrial Metaverse, simulations and Digital Twin applications, optimized for performance and visual clarity in web, XR and mobile devices.
- Digital Transformation Key Expert in Siemens.
- AI Integration behaviors using Unity AI Muse, SentiS systems and Omniverse Isaac Sim to simulate intelligent agents in industrial and training environments.
- Active collaboration with companies like Meta, HTC, Microsoft, Unity, Unreal Engine and NVIDIA Omniverse.
- Programming skills in C# and Python.
- Created internal standards for asset reuse and content standardization, significantly reducing development time and costs across SIEMENS AG

Freelancer

08/2020-Today

Lisbon, Portugal

Design 3D/ UI/UX/ Developer for Unreal Engine and Unity 3D

- UI/UX design for mobile, PC games and XR solutions.
- 3D modeling of props, architecture, and hard surface assets, optimized for real-time rendering.
- Development in Unity and Unreal Engine, including gameplay systems, UI menus, scoring mechanics, analytics integration, and in-game advertising.
- Full-cycle creation of XR and game experiences, from concept to deployment, both independently and in collaboration with external teams.

Glartek

04/2019-07/2020

Lisbon, Portugal

Design 3D/ UI/UX/ Developer for Unity 3D

- Developed AR application for HoloLens (1st gen and 2 gen) focused on delivering industrial documentation and task guidance.
- Mixed Reality UI/UX designer, creating intuitive interfaces adapted to spatial interaction constraints.
- Unity developer with experience using Microsoft Mixed Reality Toolkit v2 for HoloLens deployment.
- 3D artist responsible for creating and integrating optimized assets into the AR workflow.
- Programmed UI interactions and animations in C#, enhancing user feedback and engagement in AR environments.

Dual Games / Mono Studios

04/2016-05/2018

Lisbon, Portugal

Design 3D/ UI/UX/ Developer for Unity 3D

- 3D modeling and texturing of environments and assets (furniture, barrels, pallets, etc.) for horror and platformer games, with visual storytelling through lighting, color, and level composition.
- Designed claustrophobic horror scenes with environmental cues for player navigation using contrasting tones and atmospheric effects.
- Developed 3D platforms and playable levels with full environment interaction.
- Programmed core gameplay mechanics in C#, including platform movement, destructible objects, time systems, input mapping for PlayStation 4, and audio-reactive elements.
- Created VFX (e.g., explosions), asset animations, and promotional media (image/video) for marketing use on web and social platforms.

Experience :

Strong skills in, 3D modeling, and development using Unity, Unreal Engine, and Omniverse. Experienced in C#, Blueprints and Python. Focus on Industrial Metaverse, simulations, Digital Twin and Video Games.

Network / Active collaboration with companies :

- SIEMENS AG
- Meta,
- Microsoft,
- Unity,
- EPIC Games
- NVIDIA,
- Atos,
- HTC,
- Sony,
- SIEMENS Energie
- SIEMENS Healthineers

Hard Skills:

UI/UX Design | AI Game Engines | 3D Modeling & Texturing | Unity 3D | Unreal Engine | NVIDIA Omniverse | Microsoft MRTK v2 | C# | Python | Blueprint | Mixed Reality & XR Development | Asset Optimization & Reuse Pipelines | IT Service Development | Photoshop | Illustrator | Figma | DaVinci Resolve | Maya | Blender | Substance Paint | Substance Design | ZBrush

Hard Skills:

Game Design - Gamification - UX Strategy - Visual Storytelling - Problem-Solving - Cross-Team Collaboration - Client Communication - Adaptability - Efficiency Focus

Education:

- Universidade Lusófona - Centro Universitário Lisboa | 2015-2019
- ISMAT - Instituto Superior Manuel Teixeira Gomes | 2009 - 2012
- Escola Júlio Dantas, Lagos