

César Augusto García Pérez

Senior Unreal Engine Developer · Virtual Production Engineer · XR & Automotive Visualization

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PROFESSIONAL SUMMARY

Senior Unreal Engine Developer with 6+ years shipping real-time experiences across gaming, Virtual Production, and automotive visualization. Currently leading development of a multi-platform 3D car wrap configurator at xix3D. Strong C++ and Blueprint architecture background with a track record spanning mobile games, LED wall pipelines, and live-event real-time broadcasts. Equally comfortable deep in engine internals as in shaping the product experience around them.

EXPERIENCE

Senior Unreal Engine Developer · [xix3D](#)

Jan 2024 – May 2026

Remote · Full-time

- ▶ Leading development of Zeno X, a real-time 3D automotive configurator supporting car wraps, rims, wheels, and photorealistic renders — shipped to multiple platforms.
- ▶ Architected scalable, data-driven gameplay systems and C++ plugin infrastructure to support rapid feature iteration across engineering and product teams.
- ▶ Drove performance optimization across platforms, including profiling, LOD strategies, and rendering pipeline improvements.
- ▶ Owned UI/UX implementation and cross-functional collaboration between engineering and product stakeholders.

Unreal Engine Developer · [xix3D](#)

Sep 2021 – Jan 2024

Remote · Full-time

- ▶ Built and iterated on the core feature set of Zeno X — vehicle wrap visualization, configuration UI, and render pipeline — from early prototype to production.
- ▶ Implemented content pipelines for 3D vehicle assets, wrap materials, and rim/wheel customization options.

Game Developer & Virtual Production Engineer · [XR Tales](#)

Sep 2019 – Apr 2023

Zapopan, Jalisco, México · Full-time

- ▶ Shipped two mobile games (Zombiegedon, Pinball) as lead developer using C++, Blueprints, REST APIs, deployed to iOS and Android.
- ▶ Served as Virtual Production Engineer on *Fantasmas: La Última Pesadilla* — Mexico's first VP-produced feature film — configuring the LED wall, Git LFS server, network topology, and nDisplay cluster.
- ▶ Produced María Barracuda's *Catástrofes Perfumadas* music video entirely in Unreal Engine (world composition, sequencer, logic).
- ▶ Engineered a live NDI pipeline feeding 20+ simultaneous internet streams into a running Unreal Engine broadcast for the INCMonterrey conference at Tec de Monterrey.

Software Engineer · [Wizeline](#)

Aug 2019 – Dec 2019

Guadalajara, México · Semestre i Initiative (Tec de Monterrey)

- ▶ Embedded with a Wizeline product team, contributing to a live project while learning React and Redux.

NOTABLE PROJECTS

Zeno X — 3D Car Wrap Configurator — *Lead Developer*

xix3D · 2021–Present

Real-time automotive visualization app built in Unreal Engine. Supports full wrap, rim, and wheel customization with photorealistic renders. Multi-platform delivery.

Fantasmas: La Última Pesadilla — *Virtual Production Engineer*

Feature Film · 2022

Mexico's first feature film shot with Virtual Production. Configured LED wall pipeline, Git LFS source control, network topology, and nDisplay rendering cluster.

Designed and ran an NDI pipeline ingesting 20+ live internet streams into a running Unreal Engine instance for a real-time live conference broadcast.

EDUCATION

B.S. Computer Software Engineering

2015 - 2020

Tecnológico de Monterrey - Campus Guadalajara, Zapopan, Jalisco

Activities: Swimming team · Rugby team · Center for Student Success

HONORS & AWARDS

1st Place — Elite Entrepreneur Final · ITESM, May 2019

Won with ShareIt; earned a spot to present at INCMonterrey (INCMty), Tec de Monterrey's entrepreneurship festival.

TECHNICAL SKILLS

Unreal Engine	Unreal Engine, C++, Blueprints, Plugin Development, Virtual Production
Automotive/XR	3D configurators, AR/VR experiences, real-time visualization
Languages	C++, Python
Web	React.js, Redux, Node.js, REST APIs
Source Control	Git, Git LFS, Perforce
AI & Tooling	Agentic AI workflows, LLM integration, Claude API, prompt engineering
Tools & OS	macOS, Windows, Linux, Shell scripting

LANGUAGES

Spanish (Native) **English** (Full Professional Proficiency)