

Christopher Velez

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EDUCATION

B.S. Computer Engineering

San José State University

Expected Dec 2026

San Jose, CA

SELECTED COURSEWORK

- Operating Systems Design (CMPE 142); Microprocessor Design (CMPE 127); Digital Design (CMPE 124)
- Machine Learning (CMPE 188); Advanced Algorithm Design (CMPE 130); Electronics for Computing Systems

EXPERIENCE

Robotics Pilot

Insight Global, assigned to Figure AI

Aug 2026 – Present

San Jose, CA

- Pilot robots via teleoperation on swing shift, keeping remote sessions stable through each run.
- Run deployment testing on a new robot build as part of a pilot team chosen by the head deployment engineer.
- Handle a proprietary robotics stack under strict IP controls on what can be seen, logged, or shared.
- Document each shift in handoff notes, letting the next crew pick up without redoing setup.

Virtual Reality Teaching Assistant

Meta Summer Academy / Mission Bit

Jun 2026 – Present

Menlo Park, CA

- Teach Unity and Meta Quest Pro to 26 high school students at Meta HQ through twice-weekly lectures and live coding.
- Coach students 1-on-1 on their projects and debug hardware in class, keeping sessions focused on building.

Library Technology Integration Assistant

San José State University, School of Information

Jun 2025 – Jul 2026

San Jose, CA

- Chosen by the School of Information director to program the school's robots for the California Library Association.
- Scripted SoftBank Pepper and LG CLOi behaviors in Choregraphe and ran them live at 3–4 major events, the largest a 100-person workshop.
- Created XR, AI, and hologram installations, including *Seeking Immortality*, on Meta Quest and HoloLens.
- Troubleshoot hardware and software live at events of 70–80 attendees; documented setups so each run is repeatable.
- Prepared 3D-scanned and photogrammetry assets for live public demos.

Virtual Reality Software Engineer and Coordinator

Martin Luther King Jr. Library

Sep 2023 – Jun 2025

San Jose, CA

- Shipped 10 AR, VR, and WebXR projects in Unity for Meta Quest, writing Python and C# scripts to automate device setup and data workflows.
- Kept 30+ headsets and motion-capture systems running through firmware updates, diagnostics, and configuration.
- Ran 3 AR/VR workshops.
- Assessed \$20K of candidate lab hardware, comparing embedded specs and communication interfaces.

PROJECTS

CyVerse — Cybersecurity Teaching Game

Jun 2026 – Present

Primary developer; Dr. Tonia San Nicolas-Rocca, project manager

WebGL

- Engineer most of a WebGL game that teaches identity and access management, the CIA triad, and the NICE framework.
- Delivered a playable first level within one week despite no prior security background; completed Levels 1–3 by July, with 4 levels built to date.
- Turned a 294-question Security+ bank into in-game content by July 31.
- Expanded the curriculum in Sep 2026 with chain-of-custody content and a Level 4 red-team simulation; the game recently passed a successful playtest.

iSchool Advising Chatbot

Feb 2026 – Present

Team senior project; advisor Dr. Karen Wang

San Jose, CA

- Build, as part of a 4-person team, a chatbot that supports academic advisors in their work without replacing them.
- Protect student privacy by keeping student records out of the bot entirely.
- Evaluate answers against a 21-question advising test set spanning 8 categories, including distress and sensitive-data cases.
- Route students in distress to a human handoff path instead of an automated reply.

Shark's Way — WebAR Walking Tour

Feb 2026 – Jun 2026

Team member; advisor Rhonda Holberton

San Jose, CA

- Developed WebAR for a Downtown Business Association tour covering 100+ painted sharks across downtown San Jose, plus a separate Little Italy experience.
- Adjusted scope with the client after wayfinding was cut and unreliable automatic location placement was removed.
- Ported the experience from 8th Wall to MindAR alongside the team.

Benthos — Co-op Underwater Game

2025 – Present

Graphics lead on a 6-person team

Unreal Engine 5

- Set lighting, materials, and color in Unreal Engine 5 so players can find their way without a navigation UI.
- Contributed to a game that has drawn 100+ wishlists.

TEACHING & OUTREACH

- Mentor high school students in Unity and Meta Quest Pro as a Virtual Reality TA (2026).
- Present programmed robots in live demos for the California Library Association and SJSU academic events.
- Design XR, robotics, and teaching projects to make technology approachable for less tech-literate communities.

SKILLS

Languages: C, C++, C#, Python, JavaScript, HTML/CSS, x86 assembly

Systems: Linux, Windows, macOS; USB and serial protocols; Git

Tools: Unity, Unreal Engine, Vivado, Choregraphe, A-Frame, AR.js, MindAR, 8th Wall

Hardware: Pepper, LG CLOi, Meta Quest, HoloLens, Tilt 5, Varjo, oscilloscopes, logic analyzers, 3D scanning, mocap