Eros Carrasco

XR & Computer Vision Engineer

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I love building systems and pipelines across XR, 3D capture and spatial AI, especially when the work is difficult, uncharted, or has a positive mission. Right now I'm building a real-time Gaussian splat engine at the Brooklyn Navy Yard, shown live at Adobe MAX 2026, and researching new ways to collaborate in XR with Ken Perlin at NYU's Future Reality Lab.
Available full-time from January 2027.

EDUCATION

New York University, Tandon School of Engineering Expected May 2027
M.S. Integrated Design & Media | GPA: 4.0/4.0

- Relevant Coursework: XR Studio & Computer Graphics (Ken Perlin), Deep Learning for Media
- ASUS University Ambassador

Universidad AME XP
B.S. Game Development | GPA: 3.7

EXPERIENCE

NYU Tandon at The Yard, Brooklyn Navy Yard May 2026 - Present
Research Engineer

- Built a real-time engine for Gaussian splats in Python on PyTorch and gsplat that edits scanned spaces: objects can be moved or removed, the floor and walls the scanner never saw are filled in, and the scene can be relit without retraining.
- Built object understanding with local vision models that label each object, let 3D geometry set its edges, and say when unsure.
- Demonstrated it live at the ASUS ProArt booth, Adobe MAX 2026.
- Built a pipeline from raw handheld-lidar data to trained splats without vendor software, including posable 3D avatars of people.
- Bringing the system to VR in Unreal Engine (C++, HLSL plugin) and Unity, starting with a multiplayer motion capture production.

NYU Future Reality Lab, with Ken Perlin May 2026 - Present
Research Engineer

- Research how AR glasses integrate into desktop workflows, collaboration and work with 3D data.
- Built the registration that anchors the user's monitor in virtual space, locating the screen from on-screen markers.
- Contribute to the lab's XR framework, which moves content between the desktop screen and 3D space.
- Built internal review tooling the lab used across more than a dozen revision cycles of its NSF proposal.

NYU VIP, Metaverse for Education January 2026 - May 2026
XR Engineer (Apple Vision Pro team)

- Integrated a multi-user Unity XR environment into Apple Vision Pro with the visionOS toolchain, with cross-device support for Quest and desktop.

Transfr October 2023 - July 2025
XR Designer

- Built and shipped 5 production VR simulations in Unity, deployed in classrooms across educational institutions.
- Defined the Spanish localization workflow for 30+ learning experiences, adopted as the team's standard.
- Designed accessibility in from the start: wheelchair height adjustment, color-blind-safe UI and closed captions.

Inmersys March 2023 - October 2023
Unity Developer. Contributed to production VR applications, including a project with UNICEF.

TECHNICAL SKILLS

Languages: C++, Python, C#, CUDA, HLSL, JavaScript

Graphics and XR: Unreal Engine, Unity, WebXR, visionOS, Meta Quest, mobile AR, PlayCanvas, real-time rendering

Gaussian Splatting and 3D Capture: gsplat, lidar capture, photogrammetry, motion capture (OptiTrack), volumetric video

Computer Vision and AI: PyTorch, OpenCV, vision-language models, marker-based registration, OCR