

# ZACHARY CANTU

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## SUMMARY

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U.S. Space Force veteran and interaction designer focused on creating immersive digital experiences that feel intuitive and memorable. I enjoy building projects that merge technical development with storytelling to create more engaging ways for people to interact with technology.

## EDUCATION

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University of Houston

*Bachelor of Science, Digital Media | Minor in Tech Leadership & Innovation Management*

*Aug 2026*

- Awards & Honors: RedFest – 1<sup>st</sup> place AR Application, 3<sup>rd</sup> place VR Environment, Dean’s List 23’ – 26’

## PROJECTS

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AR Blueprint Builder – AR Development

*Developer*

- Developed a mixed reality architectural experience using Unity and Meta Quest hand tracking.
- Built a fully interactive 3D environment containing **58** modular assets optimized for real-time performance.

A Look Into Houston’s Lowrider Scene – Immersive Storytelling

*Tech Lead*

- Collaborated with Latino cARTographies on a storytelling project documenting Houston’s lowrider culture.
- Produced immersive media for exhibitions across **7** locations and additional international presentations.
- Managed **50+** project assets including 360° video, separate audio recordings, renders, and Unity media files.

VROAM – App Design

*Project Lead*

- Led a 5-person design team to create a virtual travel app prototype using Figma/Miro.
- Designed **25+** interface screens and user flows focused on accessibility and intuitive navigation.

## EXPERIENCE

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Latino cARTographies

**Houston, TX**

*Immersive Media Intern*

*Jan 2026 – May 2026*

- Supported development of the organization’s emerging immersive media initiatives.
- Collaborated with teams to refine the approach to storytelling through VR and 360° media.
- Assisted in the production of immersive exhibition assets across interactive and spatial media workflows.

United States Space Force

**Denver, CO**

*Satellite Systems Operator*

*Jan 2019 – Jan 2023*

- Led mission-critical monitoring and control of a constellation of space-based infrared radar satellites.
- Partnered with engineering teams to troubleshoot user interface and telemetry issues.

## TECHNICAL PROFICIENCIES

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Design & Creative

- Adobe Creative Suite
- Blender
- Webflow
- Figma

XR Development

- Unity
- AR/VR Prototyping
- Meta Quest Development
- Hand Tracking Systems
- UX/UI Design

Production

- Premiere Pro
- After Effects
- InDesign
- Cinematography