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Raphael Costa
Software Engineer at Google
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Experience

 **Software Engineer**
Google
Apr 2022 - Present · 3 years 6 months
Sunnyvale, California, United States



HorizonMind, Inc.

4 years 5 months

Lead Virtual Reality Developer

Apr 2022 - Present · 3 years 6 months

Passion project contributor

Integrated AI into VR to create a personalized VR therapy experience

Lead Virtual Reality Developer

May 2021 - Apr 2022 · 1 year

Lead developer on VR guided coaching experiences

Developed and implemented gameplay and UI features

Led migration of backend services to AWS

Implemented voice recording for gathering feedback in app



The University of Texas at San Antonio

2 years

Teaching Assistant

Jan 2019 - Aug 2020 · 1 year 8 months

Led recitation classes for Systems Programming

Assisted with general computer science questions in computer lab

Research Assistant

Sep 2018 - Dec 2018 · 4 months

San Antonio, Texas, United States

Developed mobile VR game for use in children's aquatic therapy

Conducted a study on feasibility of using VR in aquatic therapy



Software Engineer Intern

Booz Allen Hamilton

Oct 2017 - Aug 2018 · 11 months

San Antonio, Texas, United States

Assisted with development and delivery of interactive applications in a multidisciplinary team

Implemented features for in-house animation library

Main developer on an educational application designed for iOS

Assisted migrating projects across platforms



The University of Texas at San Antonio

1 year 9 months

Research Assistant

Jan 2017 - Sep 2017 · 9 months

San Antonio, Texas, United States

Compared different forms of object tracking for underwater VR/AR

Compared different object selection and manipulation controls for aquatic VR

Teaching Assistant

Jan 2016 - Dec 2016 · 1 year

San Antonio, Texas, United States

Assisted teaching Introduction to Programming I

Led recitation classes for Data Structures class

Assisted with general computer science questions in computer lab

Education



The University of Texas at San Antonio

Doctor of Philosophy (PhD) · Computer Science

2016 - 2020

Dissertation titled "Aquatic Virtual Reality: From Feasibility to Application"



The University of Texas at San Antonio

Bachelor of Science (B.S.) · Computer Science · 3.34

2012 - 2015

Graduated with Highest Honors with the Honors College.

Undergraduate thesis titled "Usability and Co-Presence in a Virtual Reality Environment"

Publications

Aquatic Therapy with Virtual Reality for Children with Neuromotor Needs: A preliminary feasibility case series

Journal of Aquatic Physical Therapy · 2020

Background and Purpose: Engagement is one important aspect of achieving motor and functional rehabilitation outcomes. Moreover, virtual reality (VR) is an emerging rehabilitation intervention facilitating sustained engagement leading to potential improved outcomes. However, to date no reported VR in conjunction with aquatic therapy exists. To determine the feasibility of VR with aquatic therapy, we designed an aquatic VR (AVR) descriptive preliminary feasibility case series to understand if AVR...

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Other authors



Aquatic Virtual Reality: From feasibility to application

ProQuest Dissertations Publishing · 2020

3D Interaction with Virtual Objects in Real Water

IEEE · September 4, 2019

The objective of this research was to evaluate and compare perceived fatigue and usability of 3D user interfaces in and out of the water. Virtual Reality (VR) in the water has several potential applications, such as aquatic physical rehabilitation, where patients are typically standing waist or shoulder deep in a pool and performing exercises in the water. However, there have been few works that developed waterproof VR/AR systems and none of them have assessed fatigue, which has previously been...

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Evaluation of Virtual Reality Tracking Systems Underwater

The Eurographics Association · September 1, 2019

The objective of this research is to compare the effectiveness of various virtual reality tracking systems underwater. There have been few works in aquatic virtual reality (VR) - i.e., VR systems that can be used in a real underwater environment. Moreover, the works that

have been done have noted limitations on tracking accuracy. Our initial test results suggest that inertial measurement units work well underwater for orientation tracking but a different approach is needed for position...

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Courses

Cloud Computing

CS 5573

Computer Graphics

CS 4383

Database Management Systems

CS 5443

Intermediate Japanese I

JPN 2013

Intermediate Japanese II

JPN 2023

Introduction to Data Science

CS 5163

Machine Learning

CS 6243

Programming Languages & Compilers

CS 5363

Secure Systems & Software

CS 5343

Software Engineering

CS 3773

User Interfaces

CS 4393

Projects

Lilypad Jump

2018 - 2020

VR game designed to increase motivation of children undergoing aquatic physical therapy
Designed to use either Vuforia, Vive, OptiTrack, or accelerometer for jump detection
Created in Unity

Other creators



VR Walk MS

2014 - 2016

VR walk around AT&T Center in San Antonio
Developed for Walk MS event by National MS Society
Run on PC, Vive, and Android
Published on Google Play
Created in Unity

Other creators



Tank Battle Arena

2014 - 2014

Recreation of Tank game from Atari written in Java

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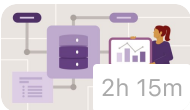


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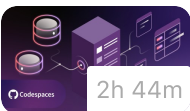
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