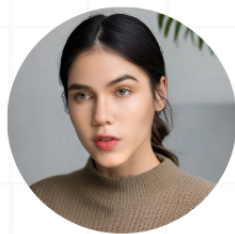




CAMILA FATECHA

Portfolio 2026

Cam



BRIDGING DESIGN & TECHNOLOGY

Hi! I'm Camila Fatecha—a 4th-year Interaction Design student from Paraguay, based in Taiwan. I design immersive VR experiences where interaction feels natural and meaningful. I love turning ideas into playable prototypes using Unity, Blender, and XR tools.

I do

**Immersive VR & Interaction
Design**

I am looking for

**Interaction Design roles, VR/XR projects,
and collaborations**

I bring

Unity, Blender, and XR prototyping

Cam

**VISIT MY
WEBSITE**

<https://camilafatecha.com>

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VR / XR
DESIGN & PROJECTS

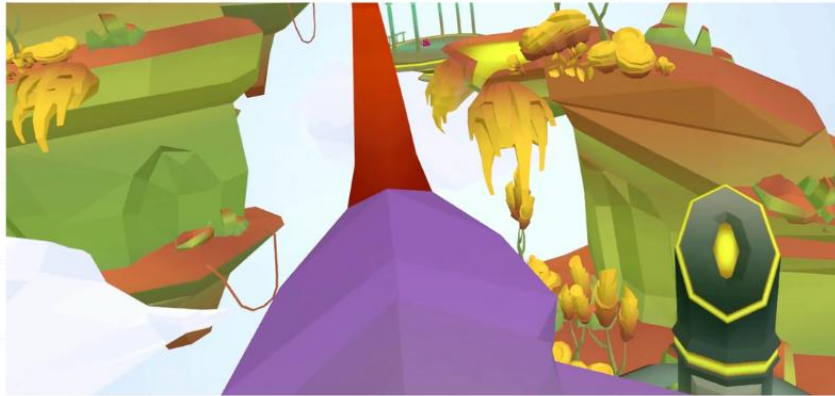


VR Game Development

JETPACK EXPERIENCE

An open-world flight experience set in a floating alien sky, where fuel management creates tension between exploration and resource conservation. Built in Unity using XR Interaction Toolkit with custom physics-based flight controllers and VR-optimized UI systems.

Role	Tools	Duration
VR Game Developer	Unity 3D, Claude AI	Sept. 2025-present
Platform	Team	
PC, Mobile, Web	Solo Project	



Main Features

01

Creature Riding

Players can mount alien creatures and navigate the low-poly world from ground level. A dedicated creature ride UI guides interaction, offering a fuel-free alternative to jetpack travel.



02

Particle FX

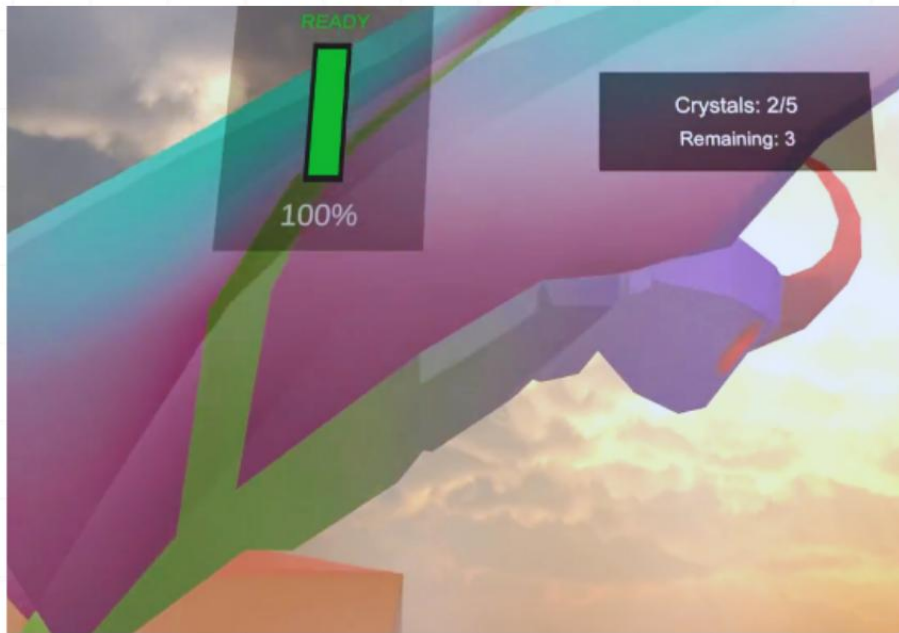
Procedural vapor trails and thruster particles react to flight intensity.



03

HUD & Crystal Collection

The in-game HUD displays real-time fuel at 100% alongside a crystal counter tracking collected vs. remaining pickups. A dynamically blended skybox shifts in the background, reinforcing the alien atmosphere and giving players full spatial awareness mid-flight.

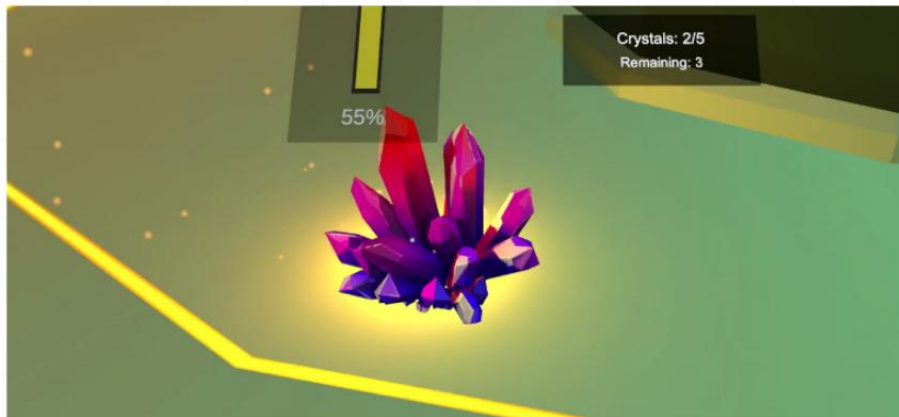


Context & Problem

Developed for a VR game design course in Unity, the challenge was building an intuitive flight system that felt physical and immersive without causing disorientation or losing exploration tension.

Final Output

The result is a body-controlled jetpack experience with a fuel loop that rewards smart decisions, paired with creature riding, dynamic skybox, and haptic feedback for full VR immersion.





VR Development

INTERIOR DESIGN TOURS

This project was developed during my internship at iStaging, where I created VR interior tours for real estate properties. I also designed the interior layouts and styling, transforming empty spaces into fully furnished environments to help buyers better visualize the living experience.

Role

**Revamp
Intern**

Tools

Kujiale (酷家乐)

Duration

Three months

Platform

Web / Mobile

Team

Solo Project



Interior Design Virtual Tour 01

The Process

- 01 **Layout & CAD Check**
Import floor plan/CAD, verify structure and dimensions.
- 02 **Interior Styling & Design**
Apply design theme, place furniture, refine composition.
- 03 **Lighting & VR Polish**
Set lighting and optimize for clear, realistic VR viewing.
- 04 **Panorama Rendering (2K)**
Render 2K panoramas for virtual tour output.
- 05 **Publish & Test**
Apply design theme, place furniture, refine composition.
- 06 **Quality Control**
Final checks to match the real property and project intent



Context & Problem

Worked as an AI Revamp Intern at iStaging, improving and refining VR models and tours to strengthen user engagement and interactivity for real estate properties.

Final Output

Produced immersive real-estate VR tours that were implemented by YongQing Taiwan (永慶房屋), supporting property viewing and marketing.

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**3D DESIGN
& ANIMATION**



3D Modeling & Animation

WINE SPLASH ANIMATION

This project explores product visualization through a stylized wine bottle animation. The goal was to experiment with Blender's fluid simulation and physics tools while developing a dynamic visual composition for a product-style presentation.

Role
3D animator

Tools
Blender

Duration
1 Week

Platform
PC, Mobile, Web

Team
Solo Project



Context & Problem

I made this project to sharpen my modeling skills and try Blender physics for the first time. I experimented with image textures and fluid simulation, and while it was challenging, it was a fun mix of creativity and technical learning.

Final Output

A polished fluid animation created in Blender, optimized for use in advertising and exportable in multiple formats.

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3D Modeling & Animation

MUSICAL BOX ANIMATION

This project was my first exploration of 3D modeling and animation in Blender. I created a small musical box scene inspired by Taipei, focusing on building stylized buildings, lighting details, and simple animation to bring the miniature environment to life.

Role

3D animator

Tools

Blender

Duration

1 Week

Platform

PC, Mobile, Web

Team

Solo Project



Context

This was a semester project focused on mastering 3D modeling fundamentals and texturing workflows within Blender. The goal was to create a detailed, realistic musical box asset with functional-looking components.



Final Output

A high-quality 3D model of a musical box, showcasing intricate details and custom textures.



3D Modeling

SCI-PUNK ALIEN

This project explores the creation of a sci-punk character combining mechanical and organic elements. The goal was to experiment with hard-surface details, sculpting, and texture design while developing a unique visual identity using 3D Coat.

Role
3D Designer

Tools
3D Coat

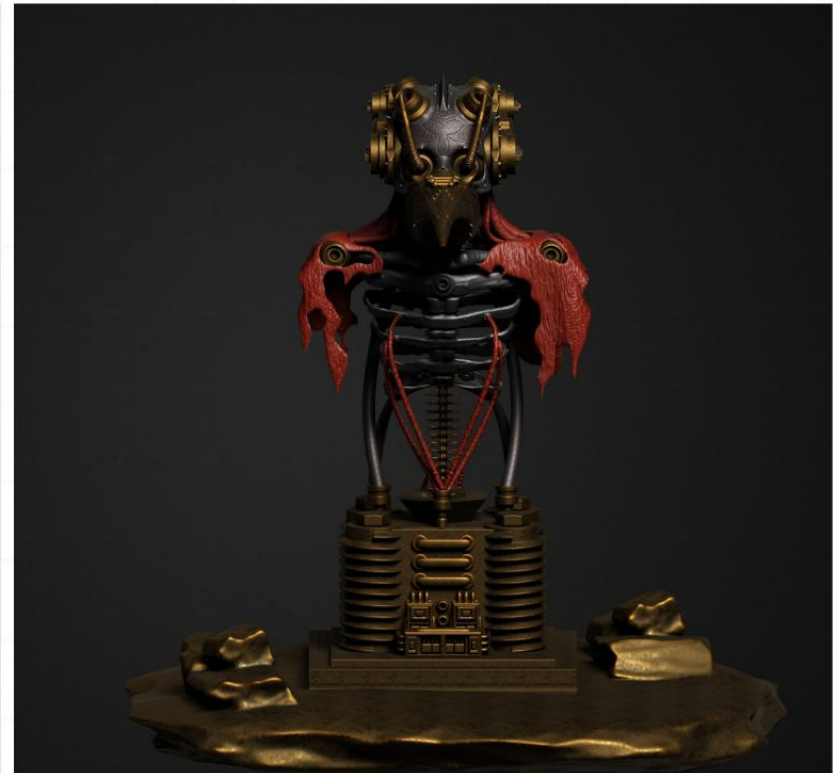
Duration
One semester

Platform
PC, Mobile, Web

Team
Solo Project



Close-up detail of anatomical surfaces



Full body character render

Context & Problem

This was my first time creating a cyberpunk-style character from scratch. The hardest part was shaping the rib-like cylinders and keeping the curves smooth, but it pushed my sculpting workflow and helped me maintain a clear visual identity through trial and error.

Final Output

A fully sculpted, retopologized, and textured 3D character ready for real-time rendering on PC, mobile, console, and web.

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3D Modeling **CHAIR DESIGN**

This project was an early exploration of furniture modeling in Blender. I focused on recreating the shape, materials, and environment of a modern chair while improving my skills in modeling, lighting, and rendering.

Role
3D Designer

Tools
Blender

Duration
One month

Platform
PC, Mobile, Web

Team
Solo Project



Chair Modeling - Perspective 01



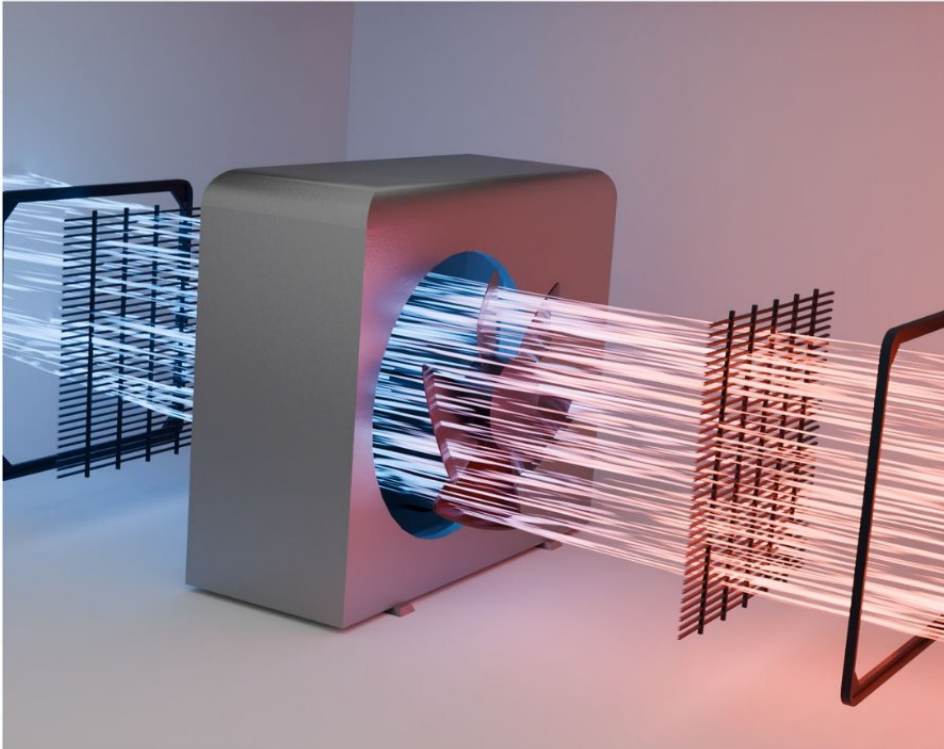
Chair Modeling - Perspective 02

Context & Problem

This side project was an exploration into chair design, focusing on the intersection of form, function, and realistic material representation. I explored the chair design, modeling and texture.

Final Output

A fully sculpted, retopologized, and textured 3D character ready for real-time rendering on PC, mobile, console, and web.



3D Modeling

HVAC DIGITAL TWINS

This project explored how digital twin visualization can be applied to educational environments through 3D modeling. Working as part of a semester team project, I developed the classroom scene and HVAC-related visual elements to help represent how air-conditioning systems can be integrated into a spatial and data-driven environment.

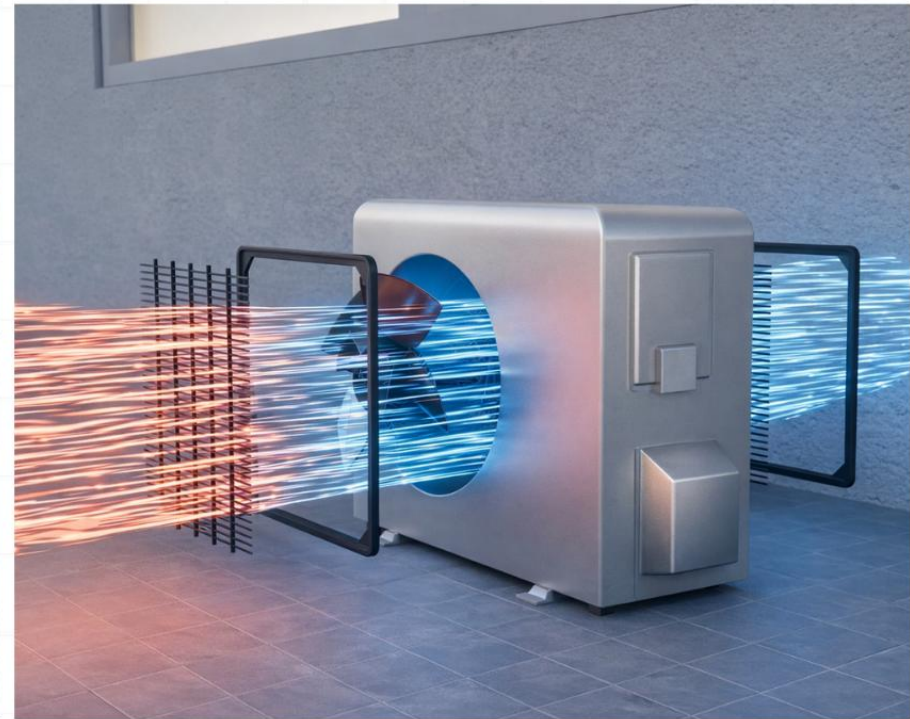
Role
3D Designer

Tools
Blender

Duration
One semester

Platform
PC, Web

Team
Group Project



My Contribution

I was responsible for building the 3D classroom scene and integrating the HVAC system into the environment. I also worked on scene composition and rendering to make the final visualization both understandable and visually polished.

01 Classroom
Modeled the classroom environment

02 Rendering
Developed the lighting and final renders

03 HVAC Modeling
Created the HVAC unit and scene composition

04 HVAC Animation
Helped visualize airflow / energy behavior



Context & Goal

This project aimed to create a classroom digital twin that could visually represent HVAC systems within an educational environment. The main challenge was combining spatial realism with clear technical communication



Final Output

Modeled and animated HVAC systems within a classroom environment to visualize and analyze energy consumption patterns.

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3D Modeling

CHARACTER DESIGN

I created this project as part of a semester assignment focused on character design and 3D modeling. From shaping the character to building textures, the goal was to produce a complete and ready-to-use model while strengthening my workflow in 3D Coat and Blender.

Role

3D Designer

Tools

3D Coat, Blender

Duration

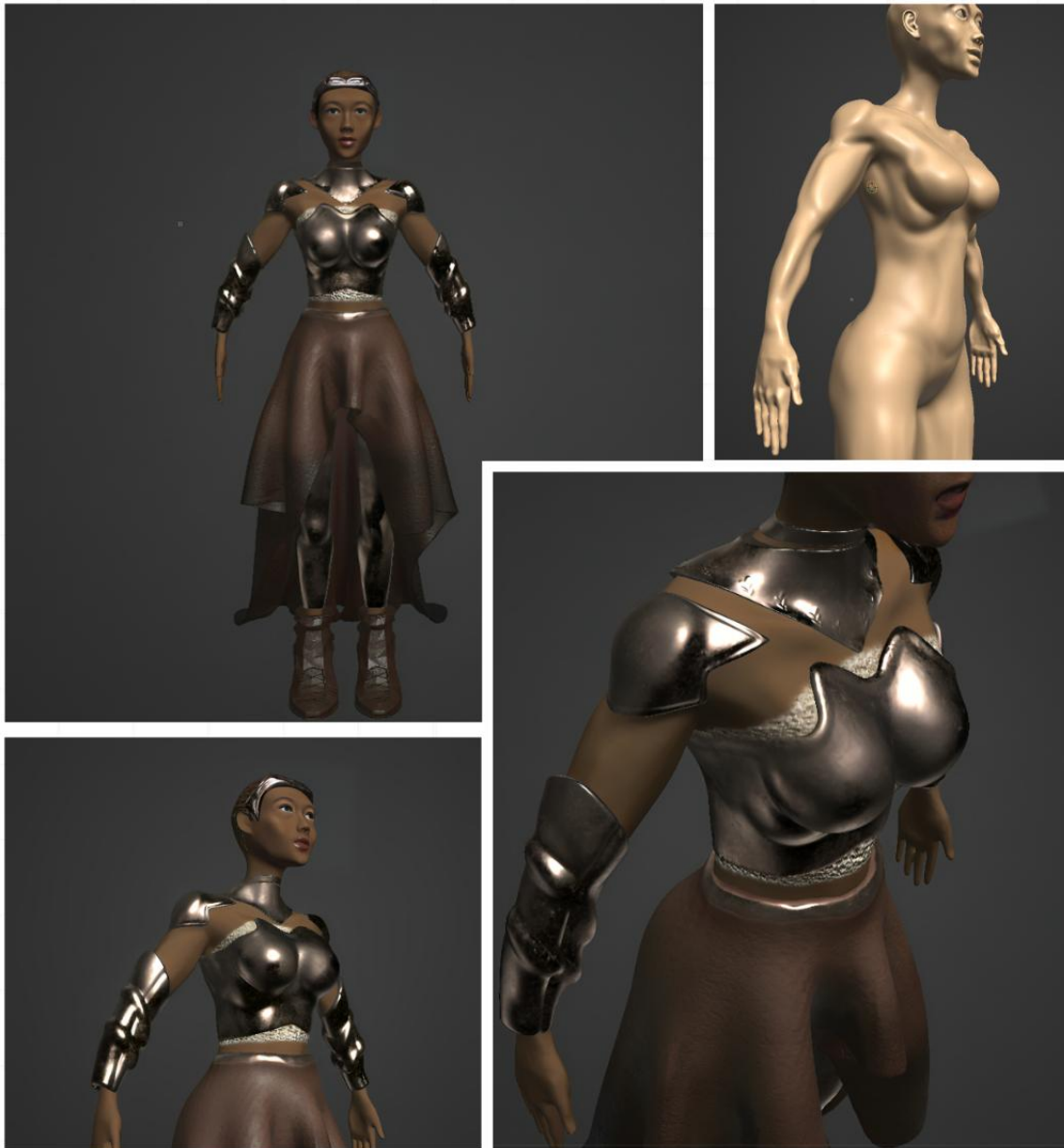
One semester

Platform

PC, Mobile, Web

Team

Solo Project



Context & Problem

For this semester project, I created a character from scratch and developed it into a ready-to-rig 3D model. The main challenge was balancing anatomy, costume design, and surface detail while also building textures that helped define the character's final look.

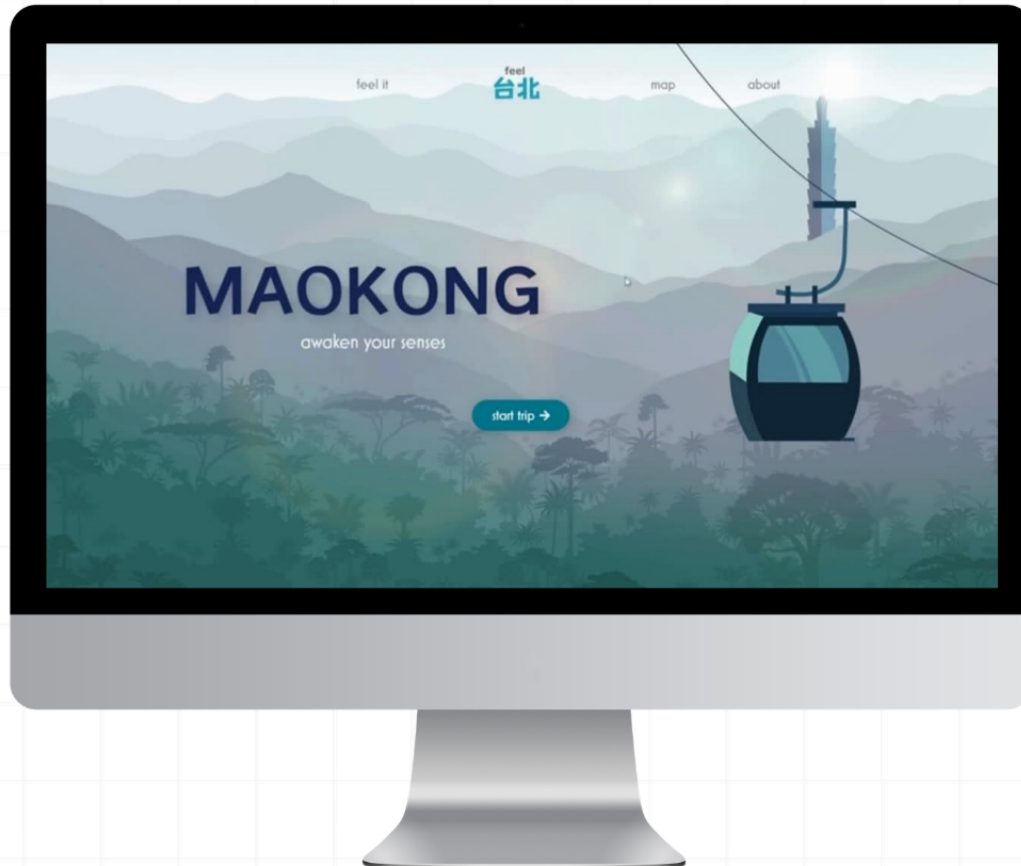
Final Output

The final outcome is a textured character model ready for rigging and further animation. Through this project, I improved my workflow in character design, 3D modeling, and texture creation using 3D Coat and Blender.

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**UI/UX
DESIGN**

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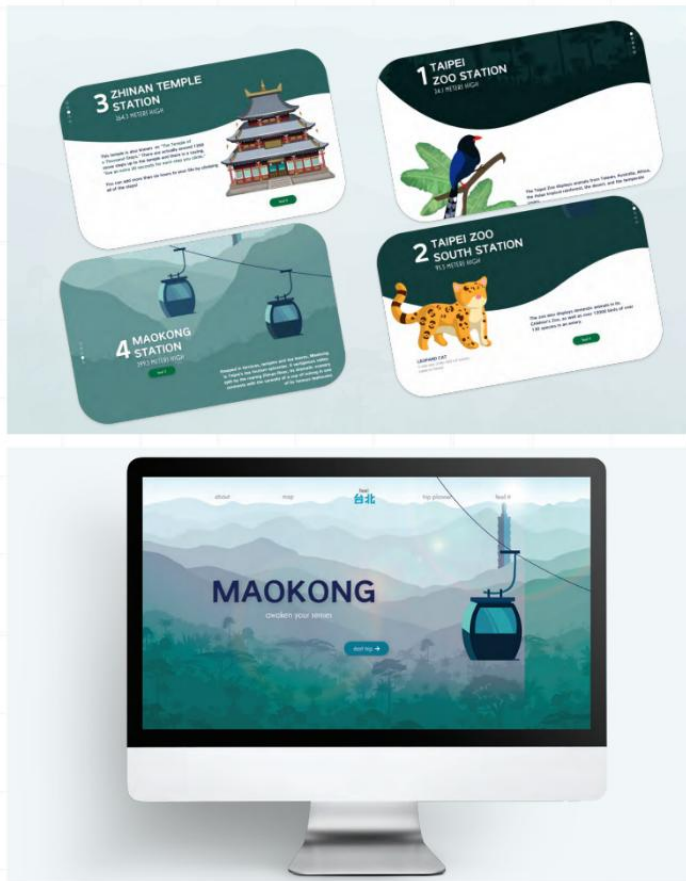


UI / UX DESIGN

MAOKONG EXPERIENCE

This was one of my first UI/UX projects. The goal was to design a website that introduces Maokong, a well-known scenic area in Taipei, while exploring how a digital interface can communicate the sensory experience of visiting a place.

Role	Tools	Duration
UI/UX Designer	Adobe XD, Illustrator	Semester Project
Platform	Team	
Web	Solo Project	



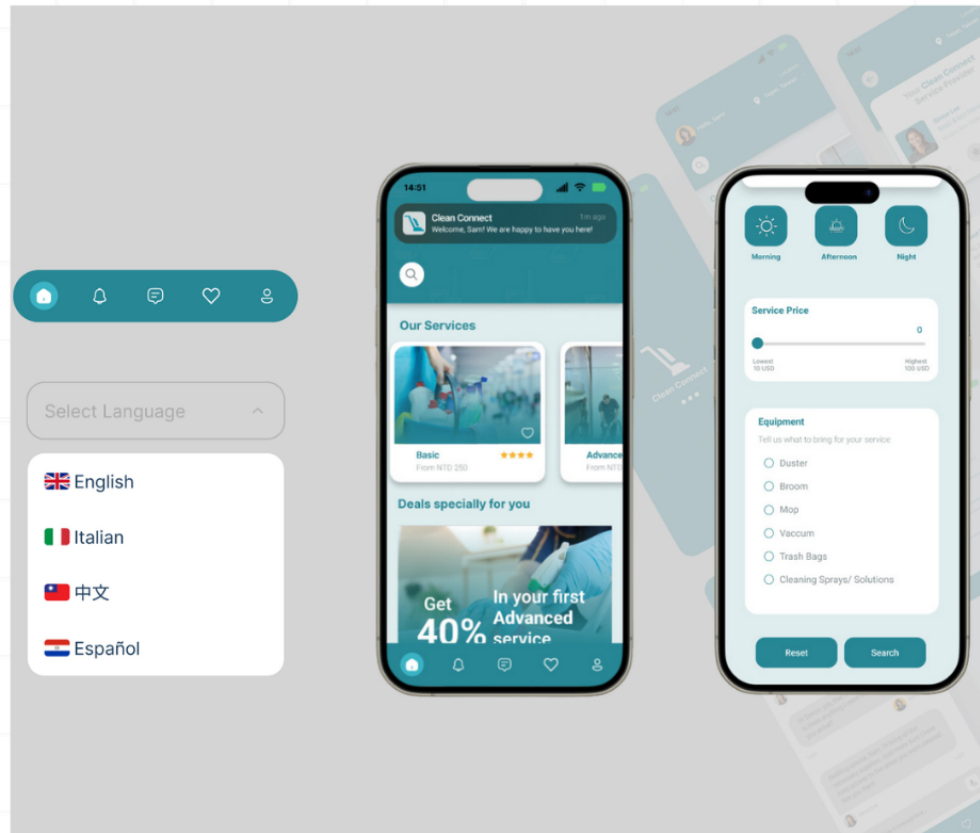
Context & Problem

The challenge of this semester project was to create a web experience that represents how people might see, feel, and explore Maokong before visiting. The design focuses on landscape, wildlife, and the famous gondola system as key elements of the experience.



Final Output

The final result is a website prototype designed in Adobe XD, presenting Maokong through layered visuals, interface layouts, and interactive sections that highlight the atmosphere of the destination.



UI / UX DESIGN

CLEAN CONNECT

This was a practice project to learn Figma, focusing on interface layout, simple animations, and prototyping. I designed a concept mobile interface for Clean Connect, a cleaning service app that allows users to easily browse and book home cleaning services

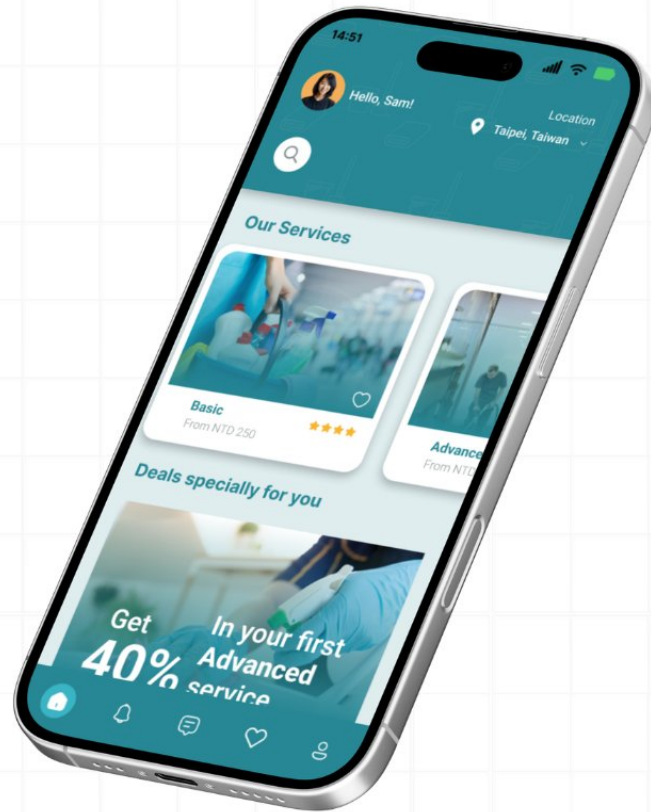
Role
UI/UX Designer

Tools
Figma

Duration
Two weeks

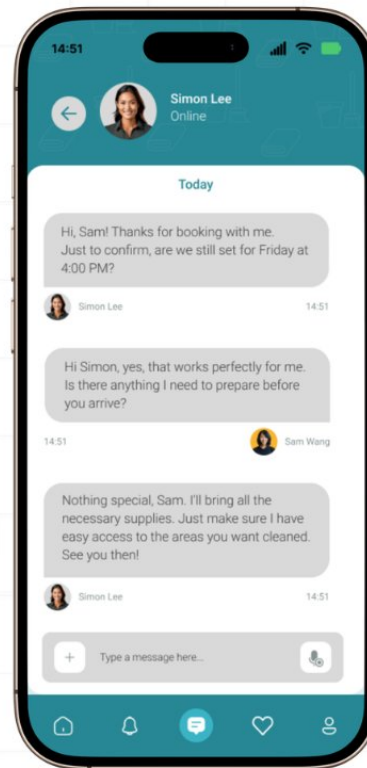
Platform
Web

Team
Solo Project



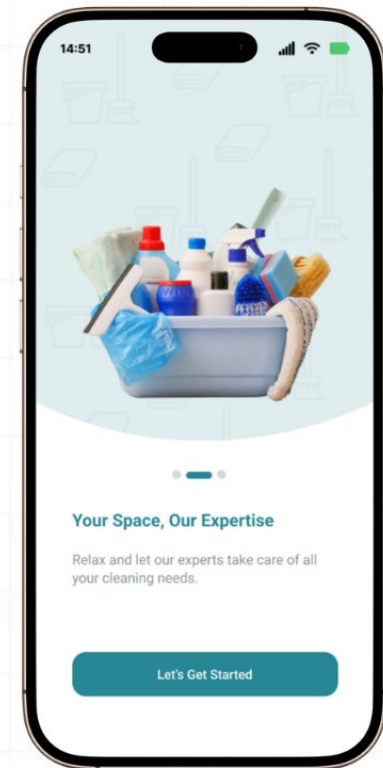
Context & Problem

The goal was to experiment with UI components, visual hierarchy, and interaction design while becoming familiar with Figma's design and prototyping tools.



Final Output

The final result is a mobile UI prototype for a cleaning service application, featuring multiple screens and basic interactive flows for browsing services and booking cleaning appointments.



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**AR/XR
DESIGN**

Can



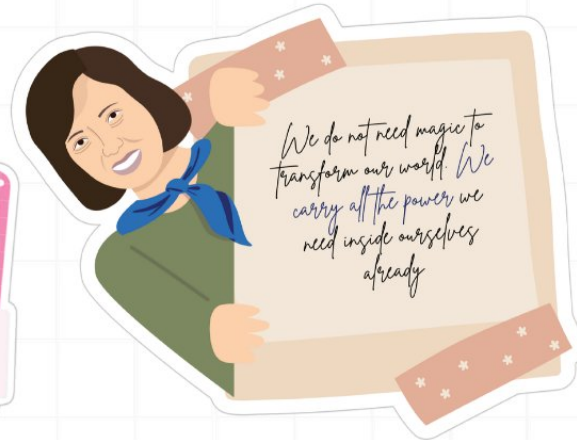
AR/XR

HER STORY PROJECT

HER Story is an interactive AR project created to highlight the achievements of women in STEM. Through illustrated characters and Instagram AR filters, the project turns real stories into engaging, shareable digital experiences

Role	Tools	Duration
Designer, Project Manager	Illustrator, Meta Spark	One semester
	Platform	Team
	Mobile	Team Project

Can



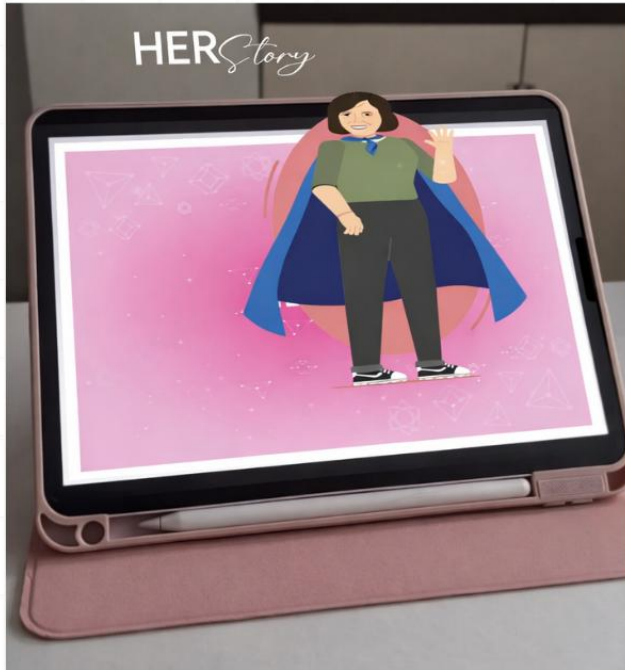
The Process

The project began with concept exploration and visual research around superhero symbolism and empowerment. Using Illustrator, I designed a series of illustrated characters inspired by real scientists. These assets were then integrated into interactive AR filters using Meta Spark, allowing users to discover different STEM figures through playful interactions.

Illustrator Assets

A set of custom vector illustrations was created to represent women in STEM as superhero-inspired characters. These visual assets were designed to communicate strength, curiosity, and resilience while remaining friendly and accessible to younger audiences.

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AR Business Card



AR Instagram Filter 01



AR Instagram Filter 02

Final Output

The final result was a collection of Instagram AR filters where users can randomly discover a STEM role model. Each filter presents an illustrated scientist and encourages users to explore the stories behind these inspiring figures. The project also included an AR business card that connects users to the experience and extends the campaign beyond social media.

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CAMILA
FATECHA

Portfolio 2026