

Demetrius Lacet

Lead Immersive Designer 3D|XR|UX/UI

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Summary

Lead Immersive Designer with strong expertise in 3D, XR, and UX/UI. Specialized in interactive design, 3D modeling, texturing, and programming. Proven experience leading multidisciplinary teams on VR/AR, gamification, and digital heritage projects. Passionate about creating high-quality interactive solutions and empowering teams to innovate and excel.

Experience

XR Team leader

C4FF, UK | Jul 2024 – Present

Hands-on coordination of both design and development teams in the creation of a VR training system for cargo ship crews, aimed at reducing onboard accidents. Led UX/UI design, developed 3D models, and programmed immersive training experiences.

Researcher - Software Developer (XR, 3D, UI/UX)

INESC TEC, Portugal | May 2020 - Present

Developed interactive systems in Virtual Reality (VR), Augmented Reality (AR), and 3D reconstruction. Led R&D initiatives, product development, and team coordination. Delivered workshops on 3D modeling, immersive environments, UX/UI design, and visualization. Collaborated with international teams on Erasmus+ projects for sectors such as energy, oil, cultural heritage, and healthcare.

Researcher - Software Developer (3D, UI/UX)

UAb, Portugal | Oct 2018 – Nov 2020

Led UI/UX design, 3D modeling, and development of *Magic Board Theater*, an educational 3D game blending storytelling and interaction. Project developed as part of the CHIC initiative with 23 international partners.

Lead Designer

C.E.S.A.R Recife, Brazil | Dec 2014 – Dec 2015

Managed UI/UX design and backend integration for a data visualization platform for pre-election analytics.

Professor/Researcher

UNIPê – Centro Universitário de João Pessoa, Brazil | Aug 2013 – Jul 2018

- Delivered lectures and led research across Computer Science, Design, and Architecture programs, engaging over 2,000 in-person students.
- Coordinated the Virtual Reality Lab and FABLAB, fostering multidisciplinary research and development across various sectors.

Education

Ph.D. in Web Science and Technology

UTAD & UAb, Portugal | In Progress

M.Sc. in Computer Science

Federal University of Paraíba (UFPB), Brazil | 2013

B.A. in Fine Arts

Federal University of Rio de Janeiro (UFRJ), Brazil | 2007

Technical Diploma in Mechanical Engineering

Federal Institute of Paraíba (IFPB), Brazil | 1997

Skills

3D Design & Modeling: Blender, 3ds Max, V-Ray

UX/UI Design & Prototyping: Unity3D, Unreal Engine, Figma

Programming Languages & Web Technologies: C#, JavaScript, PHP, JSON, HTML/CSS, MySQL

Image & Video Editing: Generative AI tools, Adobe Photoshop, Adobe Premiere, Adobe Creative Suite, CorelDRAW

Artistic Skills: Manual sketching and illustration

Soft Skills:

Effective communication, collaboration, critical thinking, adaptability, leadership, emotional intelligence, problem solving, time management, growth mindset