

# Juan Deyby Carlos

Arequipa, Peru

☎ +51 931 869 453 | @ deyby57@gmail.com | 🔗 LinkedIn | 🐙 GitHub | 📁 Portfolio | 📍 Arequipa, Peru

## SKILLS

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**Languages:** C# (Unity), C++, Java, Python, JavaScript

**Technologies/Tools:** Unity, Linux, Git, Firebase(Functions, Realtime Database, Datastore, Authentication, Storage, Hosting).

**Others:** Blender, Inkscape, CI/CD GitHub, Software Design Patterns, PPO

## WORK EXPERIENCE

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### GeoInnovation

Arequipa, Peru

*Unity Software Game Engineer*

*Jun 2019 – Present, Full-time*

- Developed EntrenaVR-Studio, a WebGL platform using JavaScript for file management, tightly integrated with Firebase Functions, Storage, and Authentication. This platform was specifically designed to facilitate the creation of VR environments using 360-degree photos. The entire user interface was created within Unity's Canvas and included HTML elements. Implemented multi-language support using Unity's Localization features.
- Contributed to Android and iOS application development for clients, uploading them to the App Store and Play Store. Utilized GitHub for collaborative development, focusing significantly on graphical interface improvements and functionality enhancements.

## EDUCATION

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### Universidad Nacional de San Agustín de Arequipa

Apr. 2013 - Dic 2018

*Bachelor of Science in Systems Engineering (equiv. Computer Science)*

*Arequipa - Peru*

*Graduated top third of my class*

## RESEARCH EXPERIENCE

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### CiTeSoft, Universidad Nacional de San Agustín de Arequipa

Arequipa, Peru

*Research Intern*

*Jun 2020 – Aug 2021*

- Contributed to the development of "Voluminis: An Augmented Reality Mobile System in Geometry Affording Competence to Evaluating Math Comprehension," focusing on leveraging augmented reality to enhance mathematical comprehension. Collaborated on integrating AR technology and assessing its effectiveness in mathematical learning.
- Participated in designing and implementing interactive AR elements and assessing their impact on improving mathematical comprehension and engagement.
- Assisted in user testing sessions and gathered feedback to refine and optimize the application's usability and effectiveness for math comprehension.

### CiTeSoft, Universidad Nacional de San Agustín de Arequipa

Arequipa, Peru

*Research Intern*

*Jun 2019 – Aug 2020*

- Conducted a critical analysis on usability and learning methods within an augmented reality application for zoology education titled "A Critical Analysis of Usability and Learning Methods on an Augmented Reality Application for Zoology Education." Collaborated with a team to assess user experience and educational efficacy within the AR application.
- Utilized various evaluation frameworks and methodologies to assess usability and effectiveness in zoology education. Analyzed user interactions and learning outcomes to provide insights for enhancing the application.
- Contributed to refining learning techniques within the AR application to optimize educational content delivery and user engagement for zoology studies.

### CiTeSoft, Universidad Nacional de San Agustín de Arequipa

Arequipa, Peru

*Research Intern*

*Jun 2018 – Aug 2020*

- Contributed to the development of "Voluminis: Mobile Application for Learning Mathematics in Geometry with Augmented Reality and Gamification," aimed at using AR and gamification for math education. Collaborated with the team to integrate AR technology and gamified learning methodologies for mathematics education.