




Juan Deyby Carlos

Arequipa, Peru

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SKILLS

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

GeoInnovation

Arequipa, Peru

Unity Software Game Engineer

Jun 2019 – Present, Full-time

- Developed a WebGL platform using JavaScript for file management, interconnected with Firebase Functions, Storage, and Authentication. The platform aimed to create VR environments with 360 photos. The interface was designed using Unity's Canvas, incorporating HTML elements. Supported multiple languages through Unity's Localization.
- Developed Android and iOS applications for the client, uploaded to the AppStore and PlayStore. Entire development managed through GitHub. Emphasis on graphical interface and functionalities.

EDUCATION

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

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.