



Juan Nino

www.juannino.dev

www.github.com/nino-juan

www.linkedin.com/in/nino-juan

LANGUAGES

English, Spanish,
French, beginner
Japanese.

C# & Python.
Prior experience
with C++, Dart,
Matlab M & JS.

SKILLS

- Unity3D, motion capture, 3D modeling
- Version control
- Math and science proficient
- UX research & design
- Attention to detail
- Fast self-learning

EDUCATION

Laval University
Québec, Canada
2017 - 2023

**Ph.D. in the Development of Open-Source
Tactile Human Computer Interfaces**

*Development of an AI powered open-source tactile technology for accessibility, gaming and XR experiences.

Laval University
Québec, Canada
2016 - 2019

**M.A. in Adaptive Interactivity in Music
Video Games**

*Developed and implemented custom digital signal processing (FFT) and AI algorithms to classify violin notes for human-computer interaction in a didactic music video game using Unity3D and C#.

**Technological
Institute of
Saltillo**
Mexico
2011 - 2016

Bac. in Mechatronics Engineering

Major in Robotics and Automation using C++, Matlab, Pic ASM, CAD and 3D printing.

C.B.T.i.s. # 54
Mexico
2008 - 2011

Electronics Technician.

Major in Embedded Systems Development.

EXPERIENCE

**CRILCQ + UQAC NAD+
UdeM + ULaval +
UParis 8**
Canada + Paris
2018 - 2020

XR Babel Library - Lead Unity3D Developer

*Iteratively researched, designed and developed innovative holographic and XR interfaces for engaging with digital cultural and scientific heritage.
*Communicated possibilities and limitations of XR, AI, computer vision, procedural generation and semantic web technologies to a multidisciplinary team.
*Integrated 3D artist and literature teams' work into prototypes, proposing, implementing and documenting iterations.

**CIRRIS + Laval
University**
Québec, Canada
2018 - 2019

Participatory Opera - Unity3D Developer

*Mixed live/virtual elements to create collective immersive experiences where the audience impacts the story and engages in conversations about tolerance, disability, and mental health.

*Implemented a gamified online multiplayer environment where users could chat, direct the choreography of virtual characters, collaborate on a community song, and synchronize their breath with others.

*Presented work at local and international conferences, workshops, and live performances.

*Co-authored research articles and book chapters.

**Mitacs + Le Cercle +
Laval University**
Québec, Canada
2017 - 2018

LabVivant - Unity3D & Hardware Developer

*Developed an online mobile VR space for embodied social interactions.

*Designed and implemented voice and gesture interaction using AI (TensorFlow and Unity3D), optimized to run on mobile devices.

*Acquired, processed, and trained AI models with microphone and accelerometer data.

*Authored a research article titled "[Enhancing Mobile VR Immersion: A Multimodal System of Neural Networks Approach to an IMU Gesture Controller](#)".

**Mitacs + Laval
University +
LARFADI**
Québec, Canada
2015 - 2017

MagnaQuest - Unity3D Developer

*Developed a sound-controlled XR music video game to inspire musical expression, teach music concepts, and spark creative collaboration.

*Developed a multiplayer space for real-time violin concerts for mobile, VR, web, and PC.

*Presented work at local and international conferences and workshops, and co-authored research articles.

INTERESTS

Artificial intelligence, video games, XR/VR/AR, computer vision, photography, solar punk activism, traveling, and cooking.