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++, JS & Dart.

SKILLS

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

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.

EDUCATION

Laval University
Québec, Canada - 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 - 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 - 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 - 2011

Electronics Technician.
Major in Embedded Systems Development.

INTERESTS

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