

JOSÉ ABEL TICONA LARICO

PERSONAL DETAILS

PLACE AND DATE OF BIRTH: Arequipa, Perú - January 7, 1991
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EDUCATION

2017 - (PRESENT) Master in Computer Science, at the *Federal University of the Rio Grande Do Sul*, Porto Alegre - Brazil.
Thesis: Exploring Physically-based dynamic techniques to simulation phenomena with interactions in virtual reality.
Advisor: Luciana Nedel. Co-Advisor: Rafael Torchelsen.

2009 - 2015 Bachelor of Software Engineering, at the *National University of San Agustin*, Arequipa - Perú.
Thesis: Segmentation of blood vessels using mathematical morphology.
Advisor: Eveling Castro.

PROFESSIONAL EXPERIENCE

MAR 2017 - NOV 2019	I'm working as modeling & simulation Engineer/Analyst in the project to develop a sensor and control system for a robot, operated semi-autonomously for monitoring and maintenance of ducts from 4" to 10". Financed by Petrobras - Brazil.
APR 2016-FEB 2017	I worked as architect and developer at Global System & Consulting SAC. in the creation of the SIGESMED (Management and Educational Monitoring System) for the Regional Government of Moquegua - Peru.
JAN-MAR 2016	I worked as developer in building the multilevel marketing web system SM-TAURED for the company TAURED E.I.R.L. Arequipa - Perú.
JUL-NOV 2015	I worked as a developer full stack in the construction of the administration and sales system, RIEGOS y CONEXIONES E.I.R.L. Arequipa - Perú.
OCT 2014-JUL 2015	I worked as a developer full stack in the construction of the system for sales, MATERIALES y CONEXIONES E.I.R.L. Arequipa - Perú.

SCHOLARSHIPS AND CERTIFICATES

JUL 2018	Winter School of the 2018 Programming Marathon, held at the Institute of Informatics of UFRGS.
OCT 2015	Participant in the XLI Latin American Conference in Computer Science held in Arequipa.
MAY 2013	Android Mobile Application Development, issued by Phd. ORLAND Computer Science KARAM Southern Polytechnic University, Atlanta, USA taught at the University National of San Agustin.
Nov 2012	Participate in International Collegiate Programming Contest ACM 2012 organized by ACM - IBM held on 9 and 10 November 2012.

RESEARCH INTERESTS

- I am interested research in physically-based simulation and rendering in real-time.
- Mathematical models, numerical methods & numerical analysis.
- Knowledge in Human-computer interaction, Virtual and Augmented Reality.

PUBLICATIONS

JUN 2019	Phys-Sketch: Sketching 3D Dynamic Objects in Immersive Virtual Reality. <i>Computer Graphics International Conference 36, 119-130 (presented in Canada)</i> Jose Abel Ticona, David S. V.,Rafael T.,Luciana N., Anderson M.
NOV 2018	Heat-Based Bidirectional Phase Shifting Simulation using Position-Based Dynamics. <i>Computers & Graphics 76, 107-11 (presented in SIBGRAPH - Foz do Iguaçu)</i> Jose Abel Ticona, David S. V.,Rafael T.,Luciana N., Anderson M.
OCT 2018	Evaluation of Visual, Auditory and Vibro-Tactile Alerts in Supervised Interfaces. <i>SYMPOSIUM ON VIRTUAL AND AUGMENTED REALITY</i> . Jose Abel Ticona, Gabrielle A. S., Laura A. T., Vinicius S. D., David S. V., Anderson M.,Luciana N.
MAR 2018	3DAthlon: 3D Gestural Interfaces to Support a 3-Stage Contest in VR. <i>Conference: 2018 IEEE Conference on Virtual Reality and 3D User Interfaces</i> . Jose Abel Ticona, Jerônimo G. G., Henrique G. D., Juliano F., Victor O., Gabrielle S., Izadora B., Steeven V., Luciana N., Anderson M.

SKILLS

- Programming: C/C++, Java, C#, Python, Javascript,, Php, OpenGL, OpenMP, CUDA.
- Optimization of algorithms, parallelization, and use data structures to improve the performance.
- Design and Development of software, and experience with Java Platform Enterprise Edition (servlet, jsp, jsf, cdi, jpa, ejb).
- Web programming full stack HTML5, JavaScript, Css3, Websocket, WebGL, JQuery, AngularJS, VueJS, Material Design, MongoDB.
- other: Git, MATLAB, \LaTeX , UNITY, R-STUDIO, ARDUINO.
- Language: Spanish (Native), Portuguese (advanced), English (basic).
- Excellent problem-solving, self-taught, and I like challenges.
- Ability to work well independently and in a nimble team environment.