- ANTHONY ARÓSTEGUI -

Industrial Engineer, Software Developer & Researcher

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EDUCATION

Bachelor of Science in Industrial Engineering   2017

Universidad de Ingeniería y Tecnología (UTEC) - top fourth of the class   Lima, Perú

- Thesis Title: Assessment of awareness and engagement in advertising with Augmented Reality and Gamification elements

RESEARCH EXPERIENCE AND PROJECTS

Developer and Researcher   10/2020 - Present

Prllel   Lima, Perú

- Study: Analysis of neural network models applied in depth estimation. Working with NYUv2 Dataset.
- Implementation and assessment of neural networks techniques for planar detection using Pytorch.
- Implementation of Backend and Frontend platform.

Developer & Researcher   10/2020 - Present

Universidad Cayetano Heredia   Lima, Perú

- RespIoT Project: An IoT system for remote monitoring of vital signs in COVID patients.
- Design of the platform's architecture.
- Project winner at Engineering X Pandemic Preparedness program. Funding received.

Researcher   06/2021 - Present

Residency of Gathering of Open Science Hardware   Lima, Perú

- Environmental Monitor Project: Design and Calibration of low-cost multi-sensor to measure air quality.
- Implementation of machine learning algorithms for calibration of low-cost multi-sensor.
- Analysis of low-cost sensor data and control data.

Developer   02/2016 - 04/2017

Flird - AR App to display birds at El Olivar Park   Lima, Perú

- Developed using Vuforia, and Unity.
- Capturing texture, shape, and sound of bird species that are in the park. and displaying a 3D animation of the birds.

Developer & Researcher   02/2016 - 04/2017

Universidad de Ingeniería y Tecnología - Universidad Cayetano Heredia   Lima, Perú

- Telemedicine in Palliative Care: An Application which helps Caregivers and Medical Staff.
- Implemented Analysis of tools and frameworks to build the platform.
- Funding received by CONCYTEC.

Researcher   12/2015 - 02/2016

Universidad de Ingeniería y Tecnología   Lima, Perú - California, USA

- Organized interviews to analyze teaching methods based on projects.

- Visit to Khan Lab School, Intel Labs, Stanford University, and Carnegie Mellon University.

Researcher   07/2014 - 12/2014
Universidad de Ingeniería y Tecnología   Lima, Perú
- Project: Knee Rehabilitation Machine for patients post-treatment.
- Design and Prototyping. Project made at Fablab Tecsup.

Researcher   07/2014 - 12/2014
Universidad de Ingeniería y Tecnología   Lima, Perú
- CalculAR project: Implementation of an Mobile Augmented Reality Application for Calculus exam in undergraduate students.
- Developed AR Application using Unity and Vuforia.

Researcher   03/2014 - 07/2014
Universidad de Ingeniería y Tecnología   Lima, Perú
- ARShoes project: Implemented an Augmented Reality Application to showcase Retail products to be shown in magazines.

Researcher   05/2013 - 08/2013
Harvard School of Engineering and Applied Sciences Program   Lima, Perú
- Designed a functional prototype of a water filter accessible by low resources communities

PROFESSIONAL EXPERIENCE

eBombo   10/2021 - Present
Software Developer   Lima, Perú
- Development of the core platform and its products: virtual real-time games.

BBVA   07/2018 - 10/2021
Analyst Software Engineer & Tech Leader   Lima, Perú
- Led a 5-person team to develop new security features following Agile methodology.
- Implemented 3rd party SDKs for the new branded BBVA mobile application in coordination with BBVA México and BBVA Spain.
- Test-Driven Development (TDD) of new BBVA IVR web platform features using BBVA in-house technologies.

Voz 3D   03/2017 - 03/2018
Software Developer   Lima, Perú
- Implemented the Progressive Web Application (PWA) platform that translates from text or voice speech to sign language represented by a 3D gestural animation. Platform technologies used: Firebase, Three.js, Blender.
- Startup winner at Startup Peru 4G. Funding received.

Bombo   01/2017 - 07/2018
Frontend Developer   Lima, Perú
- Designed software architecture

- Designed UI interfaces and developed Progressive Web Application (PWA). Technologies used: Vue.js, Polymer and Lit-HTML.

PUBLICATIONS

Telemedicine in Palliative Care: An Application which helps Caregivers and Medical Staff

- Bueno JC., Farfán J., De la Puente J., Peña L., Arce C., **Aróstegui A.**, Malpartida B., Valdivia J., PérezLu J., Egoavil M., Cóndor D., Pinazo M. & Quezada J. (2018). Revista I+i Investigación Aplicada e Innovación Vol. 12, pp 17-25

AWARDS AND ACHIEVEMENTS

Ministry of Health of Perú (MINSA) 's Hackathon, Perú • Honorable mention	2017
Belatrix's Hackathon, Perú • Winner	2016
Hackathon at Sociedad Nacional de Minería, Petróleo y Energía, Perú • Honorable mention	2016
Hackathon at Universidad de Ingeniería y Tecnología, Perú • Winner	2015

FURTHER TRAINING AND ACTIVITIES

Data Structures And Algorithms	12/2021
Udacity MOOC, taught by University of California San Diego	Virtual

AWS Machine Learning Foundations	10/2021
Udacity MOOC, obtained by AWS Machine Learning Scholarship	Virtual

How to Design for Augmented Reality and Virtual Reality	03/2021
The Interaction Design Foundation MOOC	Virtual

Machine Learning	02/2020
Coursera MOOC, audited by Andrew Ng (Stanford University).	Virtual

Deep Learning Specialization	06/2020
Coursera MOOC by deeplearning.ai. coursework:	Virtual

- Neural Network and Deep Learning
- Improving Deep Neural Networks: Hyperparameter Tuning, Regularization and Optimization
- Structure Machine Learning Projects
- Convolutional Neural Networks
- Sequence Models

Basic electronics and programming of environmental sensors	07/2019 - 08/2019
CTA - Universidade Federale Rio Grande do Sul	Porto Alegre, Brasil

Managed the study group "Dev House", Universidad de Ingeniería y Tecnología	02/2017- 07/2017
Organization of events, workshops, talks, and mentorship	Lima, Perú

Global Startup Lab Bootcamp Program	08/2016

MIT - Universidad de Ingeniería y Tecnología   Lima, Perú

Calculus I & Calculus II Advisor   03/2013 - 12/2013
Universidad de Ingeniería y Tecnología   Lima, Perú

AFFILIATIONS

Gathering for Open Science Hardware - Member   06/2019 - Present

SKILLS

Languages: Spanish (Native), English (Fluent, TOEFL iBT 99).
Programming Languages: Python, R, Octave, C++, JavaScript, TypeScript, Java, Golang, Rust, Swift, Kotlin, Dart, SQL, Ruby.
Frameworks: Jupyter, Tensorflow, Pytorch, ScikitLearn, Pandas, Node.js, React.js, Vue.js, Processing, P5.js, Flutter, Android, iOS, Arduino, Unity, Vuforia, ARKit, ARCore, ARtoolkit, Docker, Sonic Pi.
Cloud Services: DigitalOcean, Amazon Web Services (AWS), Firebase, Google Cloud Platform.