



Bruno Moya

Entrepreneur and software developer with a 10-year track record of creating innovative technological projects in Augmented Reality (AR), Virtual Reality (VR), and web development.

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Summary

Founder of Glasgear, a viewer that democratizes **Augmented Reality**, combining **AR, 3D, and web technologies** to create immersive experiences. Within this project, I also work on **GlassMusic**, an application that allows musicians to visualize sheet music in augmented reality, optimizing their live performance experience.

Currently, I am looking for a **part-time, temporal, or highly flexible job** where I can contribute my experience in **Unity 3D (C#)**, **Python (backend/API)**, **Computer Vision**, **AI**, **AI Agents**, **web development**, and **native app creation** in Java for **Android**. I am interested in collaborating on **innovative technological projects** while continuing to drive **Glasgear** and **GlassMusic**.

Experience

Glasgear 2015-05-31 - Present

Speaker - Creator

✉ <https://www.glasgear.com>

- Development of software and hardware for AR using **Unity 3D and ARFoundation**.
- I have worked with **Java protocols on Android**, such as **USB Accessory** for connecting external devices and the **Screen Recording API** for capturing and processing content in real-time, optimizing the user experience in immersive environments.
- Implementation of computer vision algorithms for interactive experiences.
 - Use of vision models like Yolo and OpenCV, for example in my TFG **GlassFood**.
- Development of web interfaces with HTML, CSS, and React (Next.js).
 - Example: www.glasgear.com/music
- Integration of APIs and performance optimization for a better user experience.
- Presentations at national events on AR and emerging technology.
 - Industry 4.0 Award at Maker Faire Galicia 2018 - [\[link\]](#)
 - Jury member at Maker Faire Galicia 2019 - [\[link\]](#)
 - Talks at Google Developer Groups (GDG) in Zaragoza and Lleida

Freelance

Sept 2024 - Feb 2025

✉ <https://cianeconsulting.com/hess-test/es/?page=0>

Development of the Hess Test: Creation of an application for psychological evaluation in human resources, with **React on the frontend and PHP on the backend**. The tool, scientifically validated by its creator, Gaspar, is used by companies in the sector for talent selection and analysis.

- Implementation of **databases, automated email sending, and user management** in a **WordPress-based environment**.
- Use of **processing queues for high performance** in systems with limited resources, optimizing execution on **shared hosting**.
- Ensuring **cross-platform compatibility** and optimization for different **devices and browsers**.
- Development of the backend as a **WordPress plugin**, facilitating integration with other systems.

ManoMotion

2018-12-01 - 2019-06-01

Internship Stockholm, Sweden

✉ <https://www.manomotion.com>

- Development of AR applications for **Glasgear**, using the ManoMotion SDK.
- Design of AR interfaces and optimization of hand tracking algorithms.
- Work with OpenCV and neural networks to improve gesture detection

Computer Vision Center

2018-05-01 - 2018-07-01

Internship

✉ <https://www.cvc.uab.es/>

- Development of AI applied to **pose tracking, face tracking, and object tracking** in an Android app created with Java.
- My tutor was Edgar Riba, creator of Kornia, a library with over 10.4k stars on Github.
- Quote, 'Sometimes we forgot how young he was when assigning him tasks'.

Education

École de technologie supérieure ÉTS

2023-01-01 - 2023-04-29

Information Technology Engineering

✉ <https://www.etsmtl.ca/etudes/premier-cycle/baccalaureat genie-des-ti>

During the last semester of my career, I studied in **Montreal, Quebec, Canada** for over **5 months**, where I gained experience in **teamwork** in an international environment.

- Deepened my knowledge in **CI/CD, advanced programming, and Human-Computer Interaction (HCI)**.
- Significantly improved my understanding of the **local French**, facilitating communication in professional and academic settings.

Universitat Autònoma de Barcelona

2019-01-01 - 2023-12-31

Degree in Computer Engineering

I am part of the university's entrepreneurship club and during my studies, I have participated in various events.

Projects

OpenCV Detectors

May 2018 - Jun 2018

✉ <https://github.com/elblogbruno/OpenCV-Detectors>

I developed a native Android app in Java with OpenCV during my internship at the Computer Vision Center (CVC) of the UAB. It integrates neural networks for real-time face, object, and pose detection.

JOYRUN 3D

January 2023 - June 2023

✉ <https://www.youtube.com/watch?v=JYZFjRz1I2Q>

Project developed during my final year at ÉTS University in Montreal, Canada.

- Video game in **Unity 3D** with integration of **Nintendo Switch Joy-Con** for gesture control.
- Development of interactive mechanics using motion sensors.

Brainmate (formerly NotionAI MyMind)

2020-08-11T18:21:06.000Z -

Your second brain powered by AI.

✉ <https://github.com/elblogbruno/NotionAI-MyMind>

Creation of a tool that combines **Artificial Intelligence and productivity**, integrated with the **Notion** platform, achieving over **700 active users**.

- Implementation of **computer vision to automatically tag images**, when vision LLM models did not yet exist.
- Allowed the creation of 'Second Brains' thanks to AI + Notion.

Manomojies

2020-12-09 - 2020-12-08

Augmented reality + emojis

✉ <https://play.google.com/store/apps/details?id=com.manomotion.arfoundationsdkceexample>

- AR application that allows placing emojis in reality using **Hand Tracking**.
- Integration with **ARFoundation** and **OpenCV** for real-time hand detection.

TripDepart | The travelling social network!

2017-08-01

TripDepart is a social travel app that instantly connects you with travelers near you.

✉ <http://www.tripdepart.com>

A perfect social platform to discover nearby places and travel friends.

FaceFilter

2019-04-01

Augmented reality filters + API + computer vision

✉ <https://play.google.com/store/apps/details?id=com.glassear.poemMask>

- AR application with **interactive face filters**, similar to Instagram filters.
- Development of facial recognition algorithms with computer vision.

Volunteering

Fecamm - Patient73

2022-04-21 -

Technical Lead at Patient73 Games

✉ https://patient73.org/portal1/M_item-detail_GAMEJAM.asp?contentid=3954

Collaboration with the non-profit organization Fecamm (Federació Catalana de malalties minoritàries), in the process of introducing games to their platform so that people with rare diseases can play. In relation to this, we have organized a month-long GameJam in collaboration with UAB, UPC, and various hospitals.

Publications

Create an Augmented Reality app in one hour with Bruno Moya (2024)

April 2021

Maker Faire Galicia

✉ <https://www.youtube.com/watch?v=ATbX1UutpJU>

One-hour online course where I teach the basics of developing an Augmented Reality application using Unity 3D and ARFoundation. [Watch course](#)

Glasgear, mixed reality within everyone's reach.

2020-09-01T19:05:22.000Z

✉ [3D Printing Design](#)

Article written for the virtual magazine on 3D printing in a special edition dedicated to mixed and virtual reality!

References

Avraam Georgiadis

Adventures Partner

✉ <https://www.linkedin.com/in/avraamgeorgiadis/>

Skills

Backend

PHP, WordPress, Python

✉ <https://www.linkedin.com/in/brunomoya/>

Frontend

HTML, CSS, JavaScript, React, Next.js

✉ <https://www.linkedin.com/in/brunomoya/>

Databases

MySQL, Supabase

✉ <https://www.linkedin.com/in/brunomoya/>

Version Control

Git, GitHub, Forgejo

✉ <https://www.linkedin.com/in/brunomoya/>

Public Speaking

Over 15 talks delivered and counting.

Flutter and Android

Mobile app development in Dart and Java

✉ <https://www.linkedin.com/in/brunomoya/>

Unity 3D + ARFoundation + ARCore

AR application development.

✉ <https://www.linkedin.com/in/brunomoya/>

Computer Vision

Computer vision algorithms with OpenCV.

✉ <https://www.linkedin.com/in/brunomoya/>

Certifications

Certificate of Appreciation

2019-07-01

ManoMotion

✉ <https://www.linkedin.com/in/brunomoya/>

Hackathon Attendance Certificate

2020-04-01T00:00:00.000Z

Mamuthack

✉ <https://www.linkedin.com/in/brunomoya/>

Diploma Talk COECYS Guatemala

2021-11-01T00:00:00.000Z

COECYS

✉ <https://www.linkedin.com/in/brunomoya/>

Awards

Hackathon Winner Most Creative Project

2020-01-01

NTT DATA (Everis)

✉ <https://www.linkedin.com/in/brunomoya/>

LinkedIn

Winner of the 3rd prize in the Gamejam organized by Manomotion, based on the theme of using Hand Tracking and augmented reality mixed with emojis.

Manomotion Superheroes Gamejam

2021-05-25

Manomotion

✉ <https://www.linkedin.com/in/brunomoya/>

Hackathon Winner Most Interesting Project

2018-05-12

Maker Faire Galicia

✉ <a href="https://www.linkedin.com/in/brunomoya