Nicko Reginio Caluya

Augmented Reality • Interactive Learning • Games Design & Development • Computer Graphics

Master Student, Interactive Media Design Laboratory,
Graduate School of Information Science, Nara Institute of Science and Technology
Takayama-cho 8916-5, Ikoma-shi 630-0101, Nara, Japan

Mobile: +81 080-7811-4270
email: ncaluya@ateneo.edu
SITE: http://nickocaluya.wordpress.com
GITHUB: http://fireflights.github.io

Birthday: February 14, 1993
Birthplace: Muntinlupa City, Philippines
Hometown: San Pedro City, Laguna, Philippines
Nationality: Filipino

Education & Employment

2016-present	*Master of Science*, Interactive Media Design Laboratory
	Nara Institute of Science and Technology (NAIST)
2014-2016	Researcher, Ateneo Laboratory for the Learning Sciences
	Assistant Instructor, Department of Information Systems and Computer Science
	Ateneo de Manila University, Philippines
2013-2014	Junior Programmer, Skillshot Labs, Taguig City, Philippines
2009-2013	*Bachelor of Science* in Computer Science
	Specialization in Interactive Multimedia & Games, Minor in Literature-Filipino
	Ateneo de Manila University (ADMU)

Grants, Honors & Awards

2016-2018	Scholarship Recipient (International Priority Graduate Programs)
	Ministry of Education, Culture, Sports, Science & Technology, Japan
2016	Merit Scholarship Program Award, Asia Pacific Society for Computers in Education
2009-2013	Scholarship Recipient (Merit B Category), Department of Science & Technology, Philippines
2009-2013	Financial Aid Scholar (100% Tuition Fees, Dormitory Fee, and Allowance)
	Ateneo Alumni Scholars Association & Office of Admission & Aid, Ateneo de Manila University
2013	Loyola Schools Awards for the Arts, School of Humanities, Ateneo de Manila University

Programming Knowledge

2012-	C# for Unity (Games Design & Development) (Proficient)
2011-	C++ for Computer Graphics Programming (OpenGL) (Proficient)
2016-	WebGL, R for Statistical Analysis (Basic)
2013-	C for ARToolkit, Objective-C for iOS (Basic)
2011-	C for Linux/Unix Operating Systems (Basic)
2012-	Python for Math & Linear Algebra Applications (Basic)
2010-	MySQL for Database Management Systems, Java for Data Structures & Algorithms (Basic)

Teaching

2016	DGDD 150.1	*Special Topics in Game Studies: History in Digital Games*
2014b, 2015a	CS 30	*Introduction to Information Technology*
2014c, 2015b	CS 177	*Introduction to Computer Graphics Programming*
2014-2015a	CS 179.4	*Special Topics in Interactive Multimedia: 3D Modeling & Animation*

Service

2015-2016	Moderator, Microsoft Student Community - Ateneo de Manila University
2015	Student Volunteer, SIGGRAPH ASIA 2015 (Kobe-shi, Japan)
2013	Intern, Ateneo Laboratory for the Learning Sciences (ADMU)
	& Interactive Media Design Laboratory (NAIST) Joint Internship for Augmented Reality

Publications & Conferences

2017	Collado, Resty C., Caluya, Nicko R., and Santos, Marc Ericson C. "Teachers' Evaluation of Augmented Reality-Based Motion Graphing Motion." In Proceedings of *the International Conference on Physics Education* (GIREP-ICPE-EPEC '17), Dublin, Ireland.
2016	Rodrigo, Ma. Mercedes T., Caluya, Nicko R., Vidal, Eric Cesar Jr. E., Agapito, Jenilyn L., and Diy, Walfrido David III A. "Usability Study of an Augmented Reality Game for Philippine History." Paper, In Proceedings of *International Conference for Computers in Education*, Mumbai, India.
2016	Vidal, Jr., Eric Cesar E., Ty, Jayzon F., Caluya, Nicko R., and Rodrigo, Ma. Mercedes T. "MAGIS: Mobile Augmented-reality Games for Instructional Support." In Proceedings of *the 3rd Asia-Europe Symposium on Simulation & Serious Gaming* (VRCAI '16). ACM, New York, NY, USA, 191-194.
2015	Rodrigo, Ma. Mercedes T., Caluya, Nicko R., Diy, Walfrido David III A., Vidal, Eric Cesar Jr. E. "Igpaw: Intramuros – Design of an Augmented Reality Game for Philippine History." Paper, In Proceedings of *International Conference for Computers in Education*, Hangzhou, China.
2013	Caluya, Nicko R. and Mapua, Juan Carlos G. (2013, Poster). "Developing a Real-time Tactics Game Using an Optimized Cost-Effective Eye-Tracking Device." Poster, *Philippine Computing Science Congress*, Manila, Philippines.

Talks & Demonstrations

Jun 2016	"The Role of Architecture in an Augmented Reality Game for Philippine History", for Architectural Students' Association of the Philippines - UP Chapter, RealityX: A Virtual Reality Experience, Quezon City, Metro Manila, Philippines.
Feb 2015	"Designing and Developing An Augmented Reality Game for Philippine History", for Philippine Society of Information Technology Students-Western Visayas (PSITS-WV), Kapis Mansions, Roxas City, Capiz, Philippines.
Feb 2015	"3D Modeling & Animation", for University of the Philippines Association of Computer Science Majors (UP CURSOR) Computer Science Summit 1.0, Quezon City, Metro Manila, Philippines.
May 2013	"Authoring Editable AR Content on Paper Bills", Nara Institute of Science & Technology, Ikoma-shi, Nara, Japan.
Feb 2013	"Developing a Real-time Tactics Game Using an Optimized Cost-Effective Eye-Tracking Device.", Ateneo de Davao University, Davao City, Philippines.