

# roberto calderon

## contact

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human code  
english  
spanish  
french

## computer code

github:calderonroberto

Ruby, Python, PHP  
Javascript, RoR ☺  
HTML5, CSS3  
Java, C++, C  
Linux

## In a nutshell

Learner  
Explorer  
Builder  
Risk-taker  
Curious  
Determined

I imagine and build to make the world a better place. I'm attracted to exploration, learning and risk-taking. I'm interested in the human perception and interaction with ubiquitous technology and interactive environments.

## EDUCATION

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UNIVERSITY OF BRITISH COLUMBIA 2009–PRESENT

Ph.D. Human Computer Interaction.

UNIVERSITY OF BRITISH COLUMBIA 2007–2009

M.Sc. Interdisciplinary Studies;  
Human Computer Interaction Specialization.

UNIVERSIDAD IBEROAMERICANA 1999–2005

Bachelor of Architecture, Industrial and Product Design

## WORK

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MEDIA AND GRAPHICS INTERDISCIPLINARY CENTRE. UBC. 2010–PRESENT

In charge of writing, modifying, integrating and testing software code for interactive content, web applications and computer middleware applications. Collecting and documenting user requirements through usability studies. Creation of specification documents. Maintaining existing computer programs, and making modifications following specification documents. Coordinating teams of computer programmers.

INTERDISCIPLINARY STUDIES GRADUATE PROGRAM. UBC. 2009–PRESENT

Website maintenance, creation of interactive media content, development of specification documents, and user requirements web applications. I oversaw the writing, modifying, and testing of software code for the program's web applications the internet applications that the program's website, and evaluating different alternatives to create such content.

Box 60 2011–2012

Co-founder and CTO of this Vancouver-based startup exploring the link between mobile and the dining experience. Box 60 creates native and web applications for interactive displays, mobile devices and Point Of Sales kiosks. We aimed to invent the "personal customer service of the future".

CENTRO UNIVERSITARIO IXTLAHUACA 2006–2007

Teaching Digital Graphics and Spatial Design in Architecture with coursework aiming to solve social interests through architecture. Projects include exhibition spaces, housing and built prototypes.

## UNIVERSIDAD AUTONOMA DEL ESTADO DE MEXICO

2005–2007

Teaching three-dimensional Digital Design, Semiotics and Poetry.

## RVSSDESIGN/NANO

2003–2006

Founded and coordinated this interdisciplinary group dedicated to artistic, architectonic and scientific exploration. We worked for a wide range of clients that searched high quality Architecture and Industrial Design solutions, and our experimental and artistic work has been presented in several exhibitions and publications in Mexico.

## ALEJANDRO MENDLOVIC ARQUITECTOS

2005–2005

Design, drafting and 3D modeling for this award winning architecture firm in Mexico City.

## OMG ARQ

2001–2005

In charge of the conception, design and construction of residential architectural projects. Performed designer and drafter duties, creating architectural designs, digital perspectives and technical documentation.

## MIMESIS ARQUITECTURA

2002–2005

Co-founded this architecture and contracting firm. The young office seeks to bring diverse fields of study into architecture practice through multidisciplinary explorations and built projects. I left to pursue my own ventures.

## SKILLS

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HCI 🤖  
IoT and Web

Architecture  
Software Development

Start-ups  
Academic Writing