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

I imagine and build to transform the world. I'm attracted to exploration, learning and risk-taking. I have a vision to make a better world, and believe in achieving it by having fun.

EDUCATION

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

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.

- Created a novel development framework for prototyping UbiComp applications
- Successfully led several developer teams creating middleware, web mobile and embedded applications
- Produced high quality HCI research leading to successful publications

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.

- Created
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- Set a strong foundation for content generation

BOX 60	2011–2012

Co-founder and board member of this Vancouver-based startup exploring the link between mobile and the dining experience. Our company 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".

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- Built a successful development team
- Produced a product prototype with a highly restrictive budget and timeline

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.

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- Something
- Something

UNIVERSIDAD AUTONOMA DEL ESTADO DE MEXICO   2005–2007

Teaching three-dimensional Digital Design, Semiotics and Poetry.

- Something
- Something
- Something

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.

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- Something
- Something

ALEJANDRO MENDLOVIC ARQUITECTOS   2005–2005

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

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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.

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- Something

MIMESIS ARQUITECTURA   2002–2005

Co-founded an architecture firm. The young office seeks to bring diverse fields of study into architecture practice through multidisciplinary explorations and built projects.

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- Something
- Something

SKILLS

HCI 😈	Architecture	Start-ups
IoT and Web	Software Development	Academic Writing
Curiosity	Quick Learner	Determination