

roberto calderon

contact

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Interests

Full-stack Web., IoT,
HCI, UXD.

human code

english
spanish
french

computer code

github:calderonroberto
HTML5, CSS3, AJAX
Javascript, RoR 🍷
JQuery, node.js
Ruby, Python, PHP
MySQL, MongoDB
Redis, Java
C++, C, Linux

In a nutshell

Quick-learner
Team-Player
Determined
Explorer
Builder

I'm a software developer, entrepreneur and architect. I'm interested in the human interaction with ubiquitous computing and information. My work revolves around interactive displays, interactive architecture, wearables and mobile devices.

EDUCATION

UNIVERSITY OF BRITISH COLUMBIA 2009–PRESENT

Ph.D. Human Computer Interaction (HCI).

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, VANCOUVER.
2010–2014

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 and medium to high fidelity prototypes. Creation of specification documents and maintaining published code. Coordinating teams of developers for short-term projects.

- Created and tested a novel web development framework to quickly prototype multi-display applications (<http://red.icd.magic.ubc.ca>) based on a RESTful API.
- Designed and developed web applications spanning multiple public displays, smart-phones, sensors, actuators and wearable devices using Java, Ruby on Rail, Javascript and AJAX.

INTERDISCIPLINARY STUDIES GRADUATE PROGRAM. UBC, VANCOUVER.
2009–2014

I served as information technologist for the department, providing: hosting management, website maintenance, development and maintenance of custom modules, creation of specification documents and user requirement documents.

- Led the re-design and migration of the department's legacy website to WordPress, implementing several custom-built PHP modules.
- Applied User Experience Design tools to improve the usability of the website. Put in place improved Search Engine Optimization practices.

BOX 60, VANCOUVER.

2011–2012

Co-founder and CTO of this Vancouver-based startup that explored the link between mobile technology and the dining experience. We developed web applications and services to link together mobile phones, interactive situated displays and Point of Sales kiosks to provide personalized dining experiences.

- Developed and deployed a scalable cloud-based REST service, and a web application integrating with a leading restaurant POS system.
- Produced and real-world-tested a product demo under a very tight budget and timeline by implementing and coordinating agile development practices in our team.

*CENTRO UNIVERSITARIO IXTLAHUACA, AND **UNIVERSIDAD AUTONOMA DEL ESTADO DE MEXICO, MEXICO 2005–2007

*Lecturer of the course *Digital Graphics and Spatial Design* in the Architecture department. **Lecturer of the courses *Three-Dimensional Digital Design* and *Semiotics and Poetry*.

- At CUI* led studio projects focusing on real world applicability, community service and realistic architectural practice in Mexico.
- As member of the Academic Committee in UAEM** I initiated and coordinated a re-development of the curricula to include experimental research in computer-based architectural practice.

OMG ARQ, MEXICO

2001–2005

In charge of conception, design and construction of residential architectural projects. Performed designer, drafter and administration duties. Created architectural designs, digital renderings and technical documentation for clients and contractors.

- Led the construction of several residences and restoration projects under tight budgets and schedules.
- Managed and coordinated multiple teams of designers, contractors, lawyers and architects.

MIMESIS ARQUITECTURA, MEXICO

2002–2005

Co-founded this architectural design and contracting firm seeking to bring diverse fields of study into architecture practice through multidisciplinary explorations and built projects. www.mimesisarquitectura.com

- Built a successful and profitable start-up while studying a highly demanding Architecture Degree.
- Introduced business and design practices borrowed from software engineering, in particular scrum and extreme programming.

SKILLS

Usability and Design
HCI 🧐

IoT and Web
Start-ups

Software Development
Scientific Writing