

Nicko Reginio Caluya

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

Doctor of Engineering, Interactive Media Design Laboratory

Division of Information Science, Graduate School of Science & Technology

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SITE 1: <http://nickocaluya.wordpress.com>

SITE 2: <http://nickocaluya.github.io>

Birthday: February 14, 1993

Birthplace: Muntinlupa City, Philippines

Hometown: San Pedro City, Laguna, Philippines

Nationality: Filipino

Education & Employment

2018-present	<i>Doctor of Engineering</i> , Interactive Media Design Laboratory
2016-2018	<i>Master of Engineering</i> , Interactive Media Design Laboratory Nara Institute of Science & Technology (NAIST), Japan
2014-2016	Researcher, Ateneo Laboratory for the Learning Sciences Assistant Instructor, Department of Information Systems & Computer Science Ateneo de Manila University, Philippines
2013-2014	Junior Programmer, Skillshot Labs, Taguig City, Philippines
2009-2013	<i>Bachelor of Science</i> in Computer Science Specialization in Interactive Multimedia & Games, Minor in Literature-Filipino Ateneo de Manila University (ADMU), Philippines

Grants, Honors & Awards

2016-2021	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, & 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

Service & Internships

2019	Intern, Humans Interacting with Computers at University of Primorska (HICUP Lab) (Koper, Slovenia)
2019	Student Volunteer, IEEE Virtual Reality (Osaka, Japan)
2018	Student Volunteer, SIGGRAPH ASIA 2018 (Tokyo, Japan)
2018	Intern, Remote Internships for Young Researchers - Weathernews Inc. (Chiba-shi, Japan)
2015-2016	Moderator, Microsoft Student Community - Ateneo de Manila University (Manila, Philippines)
2015	Student Volunteer, SIGGRAPH ASIA 2015 (Kobe, Japan)
2013	Intern, Ateneo Laboratory for the Learning Sciences (ADMU) & Interactive Media Design Laboratory (NAIST) Joint Internship for Augmented Reality
2012	Intern, ThinkTank Software Labs (Makati City, Philippines)

Programming Knowledge

PROFICIENT EXPERIENCE

- 2012- C# for Unity (Games Design & Development)
- 2011- C++ for Computer Graphics Programming (OpenGL)

BASIC EXPERIENCE

- 2016- SPSS for Statistical Analysis
- 2016- WebGL, R for Statistical Analysis
- 2013- C for ARToolkit, Objective-C for iOS
- 2011- C for Linux/Unix Operating Systems
- 2012- Python for Math & Linear Algebra Applications
- 2010- MySQL for Database Management Systems, Java for Data Structures & Algorithms

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*

Scientific Publications & Conferences

- 2019 Resty C. Collado, **Nicko R. Caluya**, and Marc Ericson C. Santos “[Teachers’ Evaluation of Augmented Reality-Based Motion Graphing Motion](#),” *Journal of Physics: Conference Series*, 1286, pp. 1-9. (Journal)
- 2019 **Nicko R. Caluya** and Marc Ericson C. Santos. “[Kantenbouki VR: A Virtual Reality Authoring Tool for Learning Localized Weather Reporting](#),” In Proceedings of the *IEEE Conference on Virtual Reality & 3D User Interfaces* (IEEE VR ’19), Osaka, Japan, pp. 866-867. (Poster)
- 2018 Eric Cesar E. Vidal, Jr., Jayzon F. Ty, **Nicko R. Caluya**, and Ma. Mercedes T. Rodrigo. “[MAGIS: Mobile Augmented-reality Games for Instructional Support](#),” *Interactive Learning Environments*, 28(6), pp. 1-13. (Journal)
- 2018 **Nicko R. Caluya**, Alexander Plopski, Jayzon F. Ty, Christian Sandor, Takafumi Taketomi, and Hirokazu Kato, “[Transferability of Spatial Maps: Augmented Versus Virtual Reality Training](#),” In Proceedings of the *IEEE Conference on Virtual Reality & 3D User Interfaces* (IEEE VR ’18), Reutlingen, Germany. (Paper)
- 2017 Resty C. Collado, **Nicko R. Caluya**, and Marc Ericson C. Santos “[Teachers’ Evaluation of Augmented Reality-Based Motion Graphing Motion](#),” In Proceedings of the *International Conference on Physics Education* (GIREP-ICPE-EPEC ’17), Dublin, Ireland. (Paper)
- 2016 Ma. Mercedes T. Rodrigo, **Nicko R. Caluya**, Eric Cesar E. Vidal, Jr., Jenilyn L. Agapito, and Walfrido David A. Diy III. “[Usability Study of an Augmented Reality Game for Philippine History](#),” Paper, In Proceedings of the *International Conference for Computers in Education*, Mumbai, India. (Paper)
- 2016 Eric Cesar E. Vidal, Jr., Jayzon F. Ty, **Nicko R. Caluya**, and Ma. Mercedes T. Rodrigo. “[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, pp. 191-194. (Paper)
- 2015 Ma. Mercedes T. Rodrigo, **Nicko R. Caluya**, Walfrido David A. Diy III, and Eric Cesar E. Vidal, Jr. “[Igpaw: Intramuros – Design of an Augmented Reality Game for Philippine History](#),” Paper, In Proceedings of the *International Conference for Computers in Education*, Hangzhou, China. (Paper)
- 2013 **Nicko R. Caluya** and Juan Carlos G. Mapua. “[Developing a Real-time Tactics Game Using an Optimized](#)

Cost-Effective Eye-Tracking Device,” *Philippine Computing Science Congress*, Manila, Philippines. (Poster)

Literary Publications & Workshops

- 2020 **Nicko Reginio Caluya**, *Nasa Loob ang Kulo: Selected Haikai, 2013–2019*.
- 2018 **Nicko Reginio Caluya**, “Kinakalinga”, *In Sight of Sharks: A Literary and Artistic Collection for Shark Awareness*, Makati City: Marine Wildlife Watch of the Philippines.
- 2017 **Nicko Reginio Caluya**, “Soneto 80”, “Inhenyeriya”, “Arrangements”, *Heights Vol. LXV No. 1*, Quezon City: Ateneo de Manila University.
- 2014 **Nicko Reginio Caluya**, “Umuulan sa Lupang Arenda”, “Alinlangan”, *Heights Vol. LXI No. 2*, Quezon City: Ateneo de Manila University.
- 2013 **Nicko Reginio Caluya**, “Local Express”, “Shinsaibashi-suji”, “Ligaw na Salin”, “Mga Usa ng Todaiji”, “Takayama”, *Heights Vol. LXI No. 1*, Quezon City: Ateneo de Manila University.
- 2013 **Nicko Reginio Caluya**, “Regular Expressions”, “Tanaw Mula sa Punta Fuego”, “Pasintabi kay Feynman”, “Balanse”, *Heights Vol. LX No. 4*, Quezon City: Ateneo de Manila University.
- 2013 **Nicko Reginio Caluya** and Kevin Caballa, “Mirrors”, *Heights Vol. LX No. 3*, Quezon City: Ateneo de Manila University.
- 2012 Nicko Reginio Caluya, “Gemini”, *Heights Vol. LX No. 2*, Quezon City: Ateneo de Manila University.
- 2012 **Nicko Reginio Caluya**, “Manman”, “Babala”, “Dayuhan”, “Being Erasure”, *Heights Vol. LX No. 1*, Quezon City: Ateneo de Manila University.
- 2012 **Nicko Reginio Caluya**, “[I believe in nothing. Just.]”, “Digmaan”, *Heights Vol. LIX No. 2*, Quezon City: Ateneo de Manila University.
- 2012 Fellow, 11th Ateneo National Writers’ Workshop. Quezon City, Metro Manila, Philippines.
- 2012 **Nicko Reginio Caluya**, “Aquarius”, “Aquarius”, “Erehe”, “Paliwanag”, *Heights Vol. LIX No. 1*, Quezon City: Ateneo de Manila University.
- 2010 **Nicko Reginio Caluya**, “7 Minuto ng Kasalanan”, *Heights Vol. LVII No. 2*, Quezon City: Ateneo de Manila University.
- 2010 Fellow, 16th Ateneo Heights Writers’ Workshop. Antipolo City, Rizal, 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.
- Sep 2015 “Mixed Reality: Virtual and Augmented Reality Technologies and Applications”, for Manresa School, Paranaque 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.
- Oct 2014 “Computer Games & Affective Computing”, for Immaculate Conception Academy, Mandaluyong City, Philippines.
- May 2013 “Authoring Editable AR Content on Paper Bills”, Nara Institute of Science & Technology, 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.