



# Juan Nino

Montreal, Canada

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**SKILLS :** Social entrepreneurship, team lead, equitable tech R&D, UX, math, engineering, adaptability.

**LANGUAGES :** English, Spanish, French, beginner Japanese. **C#, Python, C++, HTML, JS, TS, SPARQL.**

**INTERESTS :** XR, AI, arts and technology, omniverse, open-source, raspberry pi, photography, SolarPunk.

## EDUCATION

### Ph.D. in the Development of Open-Source Tactile Human Computer Interfaces

*Present - Design Faculty, Laval University, Québec, Canada*

- Led the iterative design, implementation, and evaluation process of an [assistive technology](#) device.
- Secured funding and collaborations with academic, government, and community organizations.
- Managed risks for the human-subject research conducted during the COVID-19 pandemic.

### M.A. in Adaptive Interactivity in Music Video Games - Grade: 94.23%

*2016 - 2019 Music Faculty, Laval University, Québec, Canada*

### Bac. in Mechatronics Engineering - Grade: 96.57% - (Class of 2016 valedictorian)

*2011 - 2016 Robotics and Automation Major, ITS, Saltillo, Mexico*

## EXPERIENCE

### [VirtualiSurg](#) - Senior XR Developer

*2023 - present Chirurgie Virtuelle Inc. - Canada, Brazil, France*

- Own the research, development, and successful implementation of a networking framework as the foundation for current and future multiplayer and multiplatform XR simulations.
- Collaborate with international teams to pioneer a state-of-the-art XR platform for medical training, leveraging 6 DOF haptic feedback robots, AI, and UX to create an immersive learning experience.
- Lead the Canada development team, managing projects for long-term success.

### [XR Babel Library](#) - Lead XR Developer

*2018 - 2020 Université Paris 8 + Université de Montréal + Université Laval - France, Canada*

- Communicated the potential and constraints of cutting-edge XR, AI and semantic web technologies to a multidisciplinary team to procedurally showcased cultural heritage from Europeana collections on XR.
- Led the iterative development of an XR book with 'infinite' relevant content through SPARQL.

### [Participatory Opera](#) - Unity3D Developer

*2018 - 2019 Centre interdisciplinaire de recherche en réadaptation et intégration sociale - Canada*

- Designed, implemented and presented a collective immersive storytelling experience about tolerance, disability, and mental health.

### [LabVivant](#) - Unity3D & Hardware Developer

*2017 - 2018 Mitacs - Le Cercle + Université Laval - Canada*

- Designed and implemented wearable tech and AI-based gesture interaction for mobile VR experiences.

### [MagnaQuest](#) - Unity3D Developer

*2015 - 2017 Mitacs Inc + Université Laval - Canada*

- Developed a sound-controlled multiplayer, multiplatform XR music video game to inspire young players.

## VOLUNTEERING & INTERNSHIPS

*2017 Low-vision Center Volunteer - Lethbridge-Layton-Mackay Rehabilitation Center - Montreal, Canada*

*2014 Mechanical Engineering Research Intern - Università degli Studi di Padova - Padova, Italy*