YULIANA G. APAZA YLLACHURA

yg-apaza.github.io yuliana.apaza94@gmail.com github.com/yg-apaza linkedin.com/in/yuliana-apaza/
+51 945708074 Arequipa, Perú

EDUCATION

B.S. System Engineering

Universidad Nacional de San Agustín

April 2012 – December 2016

Honors: Top 20% of the class

EXPERIENCE

Academic Researcher

Universidad Nacional de San Agustín

March 2017 – Present

- Assist in evaluating and proposing features to the project "ZOODEX: An interactive encyclopedia for teaching basic concepts of zoology to early childhood students using augmented reality" which was fully funded by UNSA Investiga
- Led the research group to collect and analyze articles following the protocol of a systematic review. Results were summarized on an accepted paper and presented in the Symposium on Virtual and Augmented Reality 2018.
- Build a web-based authoring tool with Angular2 allowing non-programmers to create augmented reality applications for Android. This tool is built on top of Vuforia framework.

Lightbend Lagom Intern

Outreachy

May 2017 – August 2017

- Selected by the main contributors of Lagom framework over other applicants around the world for an Outreachy internship.
- Worked on sample applications using Lagom framework (an open source framework for building reactive microservice systems in Java or Scala) and Cassandra database.
- Contributed to the documentation of Lagom framework
- Implemented the transaction microservice for the sample Online Auction System using Lagom, allowing to negotiate delivery and making payment of an item. Included integration and unit testing among every service call.
- Attended to the Reactive Summit 2017 conference and workshop on Lightbend Reactive Architecture sponsored by the Lightbend company to continue my learning about distributed microservices.

Developer Intern

Puridiom S.A.

January 2016 – April 2016

- Worked on MPA Ciudadano, MPA Supervisor and MPA Inspector, a group of applications where citizens can get information about taxi drivers to stay safe and report suspicious behaviors.
- Implemented video upload on the client-side with AngularJS and Apache Cordova to save them in the server side with Spring framework.

SKILLS

Proficient with:

Java | Javascript | HTML/CSS | Bootstrap | Angular2 | Android | Firebase Realtime DB | Git | Linux | SQL

Comfortable or Familiar with:

Python | Django | NodeJS

PROJECTS

SimpleAR

Thesis project

- A web-based augmented reality authoring tool which allows visual programming with Google Blockly. Available at: github.com/yg-apaza/simplear-editor and github.com/yg-apaza/simplear-viewer

Online Auction System

Internship project

- A sample Java application for better understanding of Lagom framework. Available at: https://github.com/yg-apaza/online-auction-java

Minesweeper with Smalltalk

Undergraduate project

- A finished toy project to learn to program in Smalltalk. Available at: yuliana.me/smalltalk/2016/09/23/buscaminas-smalltalk.html

RESEARCH

- Apaza, Y. et al. (2018). “Systematic mapping study on high-level content design frameworks for augmented reality”. In: *Proceedings of the Symposium on Virtual and Augmented Reality, Foz do Iguaçu, Brasil, 29 Octubre-01 Noviembre 2018*. IEEE Xplore Digital Library.