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EDUCATION

B.S. System Engineering

Universidad Nacional de San Agustín

April 2012 – December 2016

Honors: Granted with Beca18 scholarship (PRONABEC), top 20% of class.

EXPERIENCE

Java Developer

RetailCompass

September 2019 – Present

- Write web crawlers with Java to collect data of products of international retail stores.
- Optimize data extraction by collecting data from public API of stores, we achieved 0% incidents related to quality of data.

Academic Researcher

Universidad Nacional de San Agustín

March 2017 – December 2019

- Assisted 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.
- Built a web-based authoring tool with Angular2 allowing non-programmers to create augmented reality applications for Android and built on top of Vuforia framework. The results were published in an academic conference.

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.
- 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 AWS Rest
Angular6 HTML/CSS
Firebase Realtime DB Git Linux
MySQL

Comfortable or Familiar with:

Python Django MongoDB

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>

RESEARCH

- Apaza-Yllachura, Y., A. Paz-Valderrama, and C. Corrales-Delgado (2019). "SimpleAR: Augmented Reality high-level content design framework using visual programming". In: *2019 38th International Conference of the Chilean Computer Science Society (SCCC)*, pp. 1–7. DOI: 10.1109/SCCC49216.2019.8966427.
- Apaza, Y. et al. (2018). "Systematic Mapping Study on High-Level Content Design Frameworks for Augmented Reality". In: *2018 20th Symposium on Virtual and Augmented Reality (SVR)*, pp. 192–201. DOI: 10.1109/SVR.2018.00037.