

Yhonatan Iquiapaza

MASTER'S STUDENT

✉ yiquiapaza@gmail.com | 🌐 yiquiapaza | 🐦 @yiquiapaza

Education

Federal University of Rio Grande do Sul (UFRGS)

MASTER IN COMPUTER SCIENCE

Porto Alegre, State of Rio Grande do Sul, Brazil

2023

San Agustin National University (UNSA)

BACHELOR OF SYSTEM ENGINEERING

Arequipa, Peru

2016

Skills

Programming Languages	C#, Java, Python, JavaScript, Typescript, SQL, R
Frameworks	Angular, Spring, Pandas, Numpy, Vue, Astro
Tools	Unity, Vuforia, Git, Unix
Languages	Spanish, Portuguese, English
Devices	Hololens 1, HTC Vive, Leap Motion

Publications

DeAR: Combining Desktop and Augmented Reality for Visual Data Analysis

DOI: [HTTPS://DOI.ORG/10.1145/3625008.3625021](https://doi.org/10.1145/3625008.3625021)

Symposium on Virtual and Augmented Reality

SVR, 2023

Vibrotactile Data Physicalization: Exploratory Insights for Haptization of Low-resolution Images

DOI: [HTTPS://DX.DOI.ORG/10.1145/3488162.3488171](https://dx.doi.org/10.1145/3488162.3488171)

Symposium on Virtual and Augmented Reality

SVR, 2021

Cooking in the dark: a mixed reality empathy experience for the embodiment of blindness

DOI: [HTTPS://DOI.ORG/10.5753/XR_IN_GAMES.2021.15680](https://doi.org/10.5753/XR_IN_GAMES.2021.15680)

Proceedings of the 1st XR in Games Workshop

IMX, 2021

Cooking in the Dark: Exploring Spatial Audio as MR Assistive Technology for the Visually Impaired

DOI: [HTTPS://DOI.ORG/10.1007/978-3-030-85607-6_29](https://doi.org/10.1007/978-3-030-85607-6_29)

Human-Computer-Interaction

INTERACT, 2021

3DUI and the Phantom Limb: multisensory experience for embodiment of amputation

DOI: [HTTPS://DOI.ORG/10.1109/VRW50115.2020.00110](https://doi.org/10.1109/VRW50115.2020.00110)

IEEE Conference on Virtual Reality and 3D User Interfaces

VR, 2020

E-mpathy and the Phantom Limb Sensation: A Multisensory Experience for Embodiment of Amputation

URL: [HTTP://CEUR-WS.ORG/VOL-2618/PAPER5.PDF](http://ceur-ws.org/Vol-2618/Paper5.pdf)

Proceedings of the XChange Reality 2020

XCR, 2020

Field of Interest

- Human-Computer Interaction.

- **Augmented and Virtual Reality.**

- **Visualization**

- **Haptic and Physicalization**

Awards

Audience Choice

VIBROTACTILE DATA PHYSICALIZATION OF COVID CASES IN SOUTH AMERICA

IEEE World Haptic Conference

WHP, 2021

3DUI Contest Winner

3DUI AND THE PHANTOM LIMB: MULTISENSORY EXPERIENCE FOR EMBODIMENT OF AMPUTATION

*IEEE Conference on Virtual Reality
and 3D User Interfaces*

VR, 2020

Others

Student Volunteer

SYMPOSIUM ON VIRTUAL AND AUGMENTED REALITY (SVR)

Brazil

2021

Student Volunteer

INTERNATIONAL CONFERENCE ON COMPUTER VISION IN MEDICAL IMAGING: PROCESSING AND 3D MODELING

Peru

2016

Student Volunteer

CONFERENCIA LATINO AMERICANA DE INFORMATICA (CLEI)

Peru

2015

Work Experience

TECNOPUC Brasil, SOHA

FULL STACK DEVELOPER

- Database design and maintenance.
- Creation and administration of web services in the back-end with nodejs.
- Integration of web services and interface design with vuejs and typescript.

*Porto Alegre, State of Rio Grande do
Sul, Brazil*

Sep. 2021 - Feb. 2023

Innnóvacis

MOBILE DEVELOPER

- Interface design and connect web services with their Apps in iOS environment.

Arequipa, Peru

Nov. 2018 - Feb. 2019

SmartClic

FULL STACK DEVELOPER

- Architecture development on the front-end with Angular 8, and help security control with tokens and fresh tokens.
- Created different modules in C# and expose their web services, and map database classes.
- Model database schemas, and data maintenance.

Arequipa, Peru

Sep. 2017 - Oct. 2018

Universidad Nacional de San Agustin

FULL STACK DEVELOPER

- Implemented security and database modules, management of users and permissions.
- Model database schemas, and data maintenance.

Arequipa, Peru

Jan. 2017 - Aug. 2017

Global System & Consulting SAC

FRONT END DEVELOPER

- Interface design and create components for many modules.
- Write documentation of each of the modules.

Arequipa, Peru

Jan. 2016 - May. 2016