Juan Nino

www.linkedin.com/in/nino-juan/ www.juannino.dev

Skills: Team Lead, HCI R&D, Unity3D, Multiplayer Multiplatform XR Experiences, Agile DevOps, 3D Print
Languages: English, Spanish, French, beginner Japanese. C#, Python, TS, JS, SPARQL.
Interests: XR, AI, Arts and Technology, Open-Source, Omniverse, Photography, SolarPunk.

EXPERIENCE

(2023 - Present) **Technical Team Lead & Project Manager**
VirtualiSurg - Canada, Paris, Brazil
*Led international multidisciplinary teams for agile development of multi user, multiplatform XR training simulations with reliable cutting edge digital twin infrastructure.

(2022 - Present) **LibreTactile.org - Founder & Researcher**
Libretactile - Canada
*Lead efforts to co-create open-source, touch-based technologies that make it easier and more natural for people to interact with one another and with information.

(2018 - 2020) **XR Babel Library - Lead Unity3D Developer**
Université Paris 8 + Université de Montréal + Université Laval - Canada, France
*Led tech axis on a multidisciplinary team to reinvent the experience of books by leveraging XR, semantic web technologies, AI, computer vision, and quick hardware prototyping.
*Designed and implemented navigation of digital cultural heritage (BnF & Europeana) based on metadata curated in a CMS by the literature team.

(2018 - 2019) **Participatory Opera - Unity3D Developer**
Centre interdisciplinaire de recherche en réadaptation et intégration sociale - Canada
*Designed and implemented server-authoritative architecture and VOIP protocol for mixed live/virtual elements to create a collective immersive storytelling experience.

(2017 - 2018) **LabVivant - Unity3D & Hardware Developer**
Mitacs + Le Cercle + Université Laval - Canada
*Developed voice and gesture interaction using AI (TensorFlow) for VR embodiend social experiences.

(2015 - 2017) **MagnaQuest - Unity3D Developer**
Mitacs Inc + Université Laval - Canada
*Developed a sound-controlled multiplayer, multiplatform XR game powered by AI and signal processing.

(2017) **Volunteer - Low-vision Center** - *Lethbridge-Layton-Mackay Rehabilitation Center - Montreal, Canada*
(2014) **Research Intern - Mechanical Engineering Department -** *Università degli Studi di Padova - Italy*

EDUCATION

(2024) **Ph.D. in the Development of Open-Source Tactile Human Computer Interfaces**
Laval University, Québec, Canada
*Secured funding and partnerships with academic, government, and community organizations.
*Led the iterative design, implementation, and evaluation process of an **assistive technology** device.
(2019) **M.A. in Adaptive Interactivity in Music Video Games**
Laval University, Québec, Canada
(2016) **Bac. in Mechatronics Engineering - Robotics and Automation Major**
ITS, Saltillo, Mexico