



JUAN OLAYA

(BSc) COMPUTER ENGINEERING

(MSc) COGNITIVE SYSTEMS AND INTERACTIVE MEDIA

[OpenProcessing](#)

[Github Repository](#)

[Youtube Videos](#)

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EDUCATION

- Cognitive Systems and Interactive Media
Master's Degree taught in English
Pompeu Fabra University
Barcelona, Spain (2014)
- Computer Engineering
Bachelor's Degree
Pontifical Xavierian University
Bogotá, Colombia (2011)

RESEARCH EXPERIENCE

- Research Assistant
Human-Computer Interaction
futureWork Project
Westphalian University of Applied Sciences
Gelsenkirchen, Germany (2019 - Present)

PUBLICATIONS

- Paper: Facilitating Mind-Wandering Through Video Games
In: INTERACT 2021 - 18th IFIP TC13 International Conference on Human-Computer Interaction (August 2021) to appear
Bari, Italy
- Paper: Full-Body interaction for Live Coding
In: International Conference on Live Coding MediaLab Prado (2019)
Madrid, Spain
- Paper: Expresiones del XIM: Socializando con un robot no antropomórfico
In: Encuadre Magazine (2018)
Bogotá, Colombia
- Undergraduate Thesis: Agile ConstruColectiva
Agile methodologies using Computer-Supported Cooperative Work (CSCW)
In: Expo Poster 2010
Bogotá, Colombia

TEACHING EXPERIENCE

Two-years and half experience as university lecturer and curriculum designer in the bachelor Digital Media Engineering:

Programming languages

Lecturer. Following subjects: Artificial Intelligence for Video Games, Virtual Reality, Computer Graphics, OOP and Software Engineering (2016 - 2019)
Bogotá, Colombia

Object-Oriented Programming (OOP)

Curriculum designer. Object-Oriented Programming for Game Development using the JavaScript library p5.js including concepts such as Classes, Encapsulation, Inheritance, Polymorphism and Collision detection. (2018-2019)
Bogotá, Colombia

TECHNICAL SKILLS

- Programming Languages: C#, Java, JavaScript, Html, CSS, JSON, Node.js, SQL, C/C++.
- Tools: Unity 3D Game Engine, Microsoft Kinect sensor, SPSS Statistics, Arduino, Processing IDE, Open Sound Control (OSC) protocol, Microsoft Project and Eclipse IDE.

ADDITIONAL QUALIFICATIONS

- Unity 3D Certified Developer:
Certification ID. 201707UCD2353
Bogotá, Colombia (2017)
- IELTS - Certificate of Proficiency in Academic English
Level B2 – Upper Intermediate
London, UK (2012)