

# Nicko Reginio Caluya

Augmented Reality • Interactive Learning • Training & Educational Environments

*Doctor of Engineering*, [Interactive Media Design Laboratory](#), NAIST

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Birthday: February 14, 1993  
Birthplace: Muntinlupa City, Philippines  
Nationality: Filipino

## Education & Employment

2018-present *Doctor of Engineering*, Interactive Media Design Laboratory  
2016-2018 *Master of Engineering*, Interactive Media Design Laboratory  
Nara Institute of Science & Technology (NAIST), Japan  
2014-2016 Researcher, Ateneo Laboratory for the Learning Sciences  
Assistant Instructor, Department of Information Systems & Computer Science  
Ateneo de Manila University, Philippines  
2013-2014 Junior Programmer, Skillshot Labs, Taguig City, Philippines  
2009-2013 *Bachelor of Science* in Computer Science  
Specialization in Interactive Multimedia & Games, Minor in Literature-Filipino  
Ateneo de Manila University (ADMU), Philippines

## Grants, Honors & Awards

2016-2021 Scholarship Recipient (International Priority Graduate Programs)  
Ministry of Education, Culture, Sports, Science & Technology, Japan  
2016 Merit Scholarship Program Award, Asia Pacific Society for Computers in Education  
2009-2013 Scholarship Recipient (Merit B Category), Department of Science & Technology, Philippines  
2009-2013 Financial Aid Scholar (100% Tuition Fees, Dormitory Fee, & Allowance)  
Ateneo Alumni Scholars Association & Office of Admission & Aid, Ateneo de Manila University  
2013 Loyola Schools Awards for the Arts, School of Humanities, Ateneo de Manila University

## Scientific Publications & Conferences

2019 Resty C. Collado, **Nicko R. Caluya**, and Marc Ericson C. Santos “[Teachers’ Evaluation of Augmented Reality-Based Motion Graphing Motion](#),” *Journal of Physics: Conference Series*, 1286, pp. 1-9. (Journal)  
2019 **Nicko R. Caluya** and Marc Ericson C. Santos. “[Kantenbouki VR: A Virtual Reality Authoring Tool for Learning Localized Weather Reporting](#),” In Proceedings of the *IEEE Conference on Virtual Reality & 3D User Interfaces* (IEEE VR ’19), Osaka, Japan, pp. 866-867. (Poster)  
2018 Eric Cesar E. Vidal, Jr., Jayzon F. Ty, **Nicko R. Caluya**, and Ma. Mercedes T. Rodrigo. “[MAGIS: Mobile Augmented-reality Games for Instructional Support](#),” *Interactive Learning Environments*, 28(6), pp. 1-13. (Journal)  
2018 **Nicko R. Caluya**, Alexander Plopski, Jayzon F. Ty, Christian Sandor, Takafumi Taketomi, and Hirokazu Kato, “[Transferability of Spatial Maps: Augmented Versus Virtual Reality Training](#),” In Proceedings of the *IEEE Conference on Virtual Reality & 3D User Interfaces* (IEEE VR ’18), Reutlingen, Germany. (Paper)  
2017 Resty C. Collado, **Nicko R. Caluya**, and Marc Ericson C. Santos “[Teachers’ Evaluation of Augmented Reality-Based Motion Graphing Motion](#),” In Proceedings of the *International Conference on Physics Education* (GIREP-ICPE-EPEC ’17), Dublin, Ireland. (Paper)  
2016 Ma. Mercedes T. Rodrigo, **Nicko R. Caluya**, Eric Cesar E. Vidal, Jr., Jenilyn L. Agapito, and Walfrido David

- 2016 A. Diy III. "Usability Study of an Augmented Reality Game for Philippine History," Paper, In Proceedings of the *International Conference for Computers in Education*, Mumbai, India. (Paper)
- Eric Cesar E. Vidal, Jr., Jayzon F. Ty, **Nicko R. Caluya**, and Ma. Mercedes T. Rodrigo. "MAGIS: Mobile Augmented-reality Games for Instructional Support," In Proceedings of the *3rd Asia-Europe Symposium on Simulation & Serious Gaming (VRCAL '16)*. ACM, New York, NY, USA, pp. 191-194. (Paper)
- 2015 Ma. Mercedes T. Rodrigo, **Nicko R. Caluya**, Walfrido David A. Diy III, and Eric Cesar E. Vidal, Jr. "Igpaw: Intramuros – Design of an Augmented Reality Game for Philippine History," Paper, In Proceedings of the *International Conference for Computers in Education*, Hangzhou, China. (Paper)
- 2013 **Nicko R. Caluya** and Juan Carlos G. Mapua. "Developing a Real-time Tactics Game Using an Optimized Cost-Effective Eye-Tracking Device," *Philippine Computing Science Congress*, Manila, Philippines. (Poster)

## Programming Knowledge

*\*recently and/or frequently used*

- 2012- C# for Unity (Games Design & Development)\*
- 2011- C++ for Computer Graphics Programming (OpenGL)
- 2016- SPSS for Statistical Analysis
- 2016- WebGL, R\* for Statistical Analysis
- 2013- C for ARToolkit, Objective-C for iOS
- 2011- C for Linux/Unix Operating Systems
- 2012- Python\* for Math & Linear Algebra Applications
- 2010- MySQL for Database Management Systems, Java for Data Structures & Algorithms

## Service & Internships

- 2019 Intern, Humans Interacting with Computers at University of Primorska (HICUP Lab) (Koper, Slovenia)
- 2019 Student Volunteer, IEEE Virtual Reality (Osaka, Japan)
- 2018 Student Volunteer, SIGGRAPH ASIA 2018 (Tokyo, Japan)
- 2018 Intern, Remote Internships for Young Researchers - Weathernews Inc. (Chiba-shi, Japan)
- 2015-2016 Moderator, Microsoft Student Community - Ateneo de Manila University (Manila, Philippines)
- 2015 Student Volunteer, SIGGRAPH ASIA 2015 (Kobe, Japan)
- 2013 Intern, Ateneo Laboratory for the Learning Sciences (ADMU) &  
Interactive Media Design Laboratory (NAIST) Joint Internship for Augmented Reality
- 2012 Intern, ThinkTank Software Labs (Makati City, Philippines)

## Teaching

- 2016 DGDD 150.1 *Special Topics in Game Studies: History in Digital Games*
- 2014b, 2015a CS 30 *Introduction to Information Technology*
- 2014c, 2015b CS 177 *Introduction to Computer Graphics Programming*
- 2014-2015a CS 179.4 *Special Topics in Interactive Multimedia: 3D Modeling & Animation*

## Languages

- English *TOEIC: 990/990 • TOEFL: 104/120*
- Japanese *JLPT: N4*
- Filipino (Tagalog) *Native Language*

## Literary Publications & Workshops

- 2020 **Nicko Reginio Caluya**, *Nasa Loob ang Kulo: Selected Haikai, 2013–2019*.
- 2018 **Nicko Reginio Caluya**, "Kinakalinga", *In Sight of Sharks: A Literary and Artistic Collection for Shark Awareness*, Makati City: Marine Wildlife Watch of the Philippines.
- 2017 **Nicko Reginio Caluya**, "Soneto 80", "Inhenyeriya", "Arrangements", *Heights Vol. LXV No. 1*, Quezon City: Ateneo de Manila University.
- 2014 **Nicko Reginio Caluya**, "Umuulan sa Lupang Arenda", "Alinlangan", *Heights Vol. LXI No. 2*, Quezon City: Ateneo de Manila University.
- 2013 **Nicko Reginio Caluya**, "Local Express", "Shinsaibashi-suji", "Ligaw na Salin", "Mga Usa ng Todaiji", "Takayama", *Heights Vol. LXI No. 1*, Quezon City: Ateneo de Manila University.
- 2013 **Nicko Reginio Caluya**, "Regular Expressions", "Tanaw Mula sa Punta Fuego", "Pasintabi kay Feynman", "Balanse", *Heights Vol. LX No. 4*, Quezon City: Ateneo de Manila University.
- 2013 **Nicko Reginio Caluya** and Kevin Caballa, "Mirrors", *Heights Vol. LX No. 3*, Quezon City: Ateneo de Manila University.
- 2012 Nicko Reginio Caluya, "Gemini", *Heights Vol. LX No. 2*, Quezon City: Ateneo de Manila University.
- 2012 **Nicko Reginio Caluya**, "Manman", "Babala", "Dayuhan", "Being Erasure", *Heights Vol. LX No. 1*, Quezon City: Ateneo de Manila University.
- 2012 **Nicko Reginio Caluya**, "[I believe in nothing. Just.]", "Digmaan", *Heights Vol. LIX No. 2*, Quezon City: Ateneo de Manila University.
- 2012 Fellow, 11th Ateneo National Writers' Workshop. Quezon City, Metro Manila, Philippines.
- 2012 **Nicko Reginio Caluya**, "Aquarius", "Aquarius", "Erehe", "Paliwanag", *Heights Vol. LIX No. 1*, Quezon City: Ateneo de Manila University.
- 2010 **Nicko Reginio Caluya**, "7 Minuto ng Kasalanan", *Heights Vol. LVII No. 2*, Quezon City: Ateneo de Manila University.
- 2010 Fellow, 16th Ateneo Heights Writers' Workshop. Antipolo City, Rizal, Philippines.

## Talks & Demonstrations

- Jun 2016 "The Role of Architecture in an Augmented Reality Game for Philippine History", for Architectural Students' Association of the Philippines - UP Chapter, RealityX: A Virtual Reality Experience, Quezon City, Metro Manila, Philippines.
- Sep 2015 "Mixed Reality: Virtual and Augmented Reality Technologies and Applications", for Manresa School, Paranaque City, Metro Manila, Philippines.
- Feb 2015 "Designing and Developing An Augmented Reality Game for Philippine History", for Philippine Society of Information Technology Students-Western Visayas (PSITS-WV), Kapis Mansions, Roxas City, Capiz, Philippines.
- Feb 2015 "3D Modeling & Animation", for University of the Philippines Association of Computer Science Majors (UP CURSOR) Computer Science Summit 1.0, Quezon City, Metro Manila, Philippines.
- Oct 2014 "Computer Games & Affective Computing", for Immaculate Conception Academy, Mandaluyong City, Philippines.
- May 2013 "Authoring Editable AR Content on Paper Bills", Nara Institute of Science & Technology, Nara, Japan.
- Feb 2013 "Developing a Real-time Tactics Game Using an Optimized Cost-Effective Eye-Tracking Device.", Ateneo de Davao University, Davao City, Philippines.