JUAN AGUSTÍN TIBALDO

personal information

Full name: Juan Agustin Tibaldo
Date of birth: 30 - 09 - 1990
Address: Van Walbeeckstraat 103-2, 1058cn Amsterdam, Netherlands.
E-mail: tino@ohzi.io
Phone number : +31 6 85275567
Skype ID: agustintibaldo
Upwork profile:
https://www.upwork.com/fl/juanagustint TOP Rated 100% Job Success

Education
Master in Science on Computer Science: Big Data Engineering, VU/UvA Amsterdam, Netherlands, 2019-2021
Degree in Software Engineering & Computer Science 2011-2017, UNLP, ARGENTINA. **Thesis:** Opinion mining and sentiment analysis over the social media and possible use in marketing (**March 2017**) **grades average** 8.29

Languages
English: fluent (CAE B, 199 2017)
Spanish: native
Chinese: intermediate (HSK3, HSKK1)
Swedish: basic

main skills

THREE.JS
WEBGL
SHADERS
JAVASCRIPT
HTML5
BabylonJS

additional skills

R, node, blender, data mining, data scraping, socket.io, HPC, CUDA, optimization, Object-oriented programming, git

hobbies and Interests

Photography: landscapes, portraits, architecture, long exposition.
https://500px.com/tinotibaldo

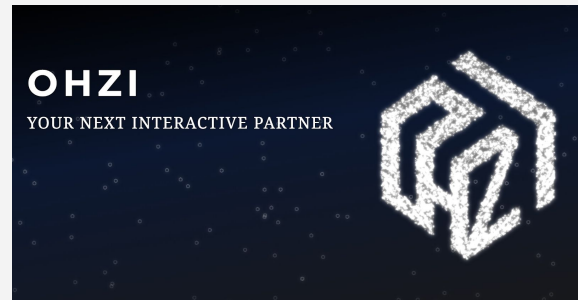Traveling : **China, Taiwan, Europe Patagonia, Scandinavia, UK.**

Drawing: **pen and pencil, ink**

Sailing, Cycling, Running

Poetry, music and novels

## Current position :

Director at OHZI interactive

About **OHZI interactive**:

 OHZI INTERACTIVE provides interactive user interfaces to small-, medium- and large-sized companies. Our services includes UX design and software development focused on computer graphics on the web using the WebGL API.
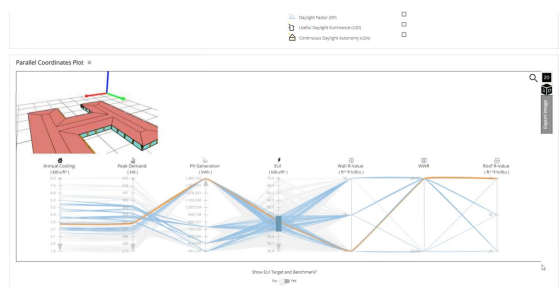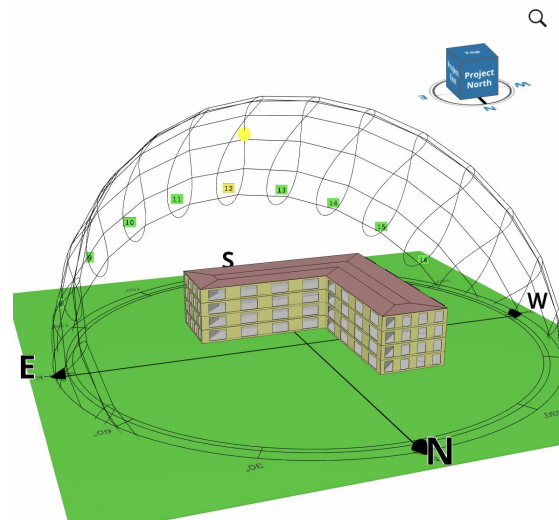
https://ohzi.io

Perkins+Will - SPEED information visualizations

A Simulation Platform for Energy Efficient Design that will change the way architects and engineering do energy analysis over building designs. I developed a series of eight 3d information and data visualization tool.
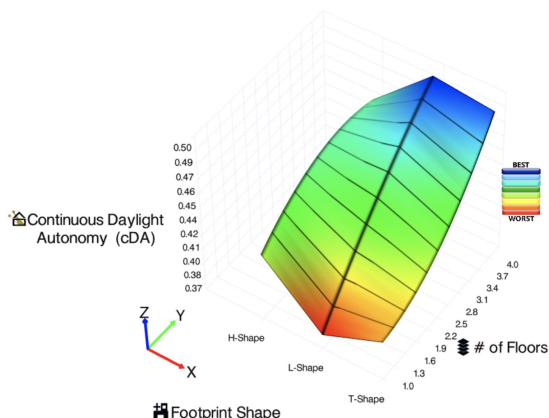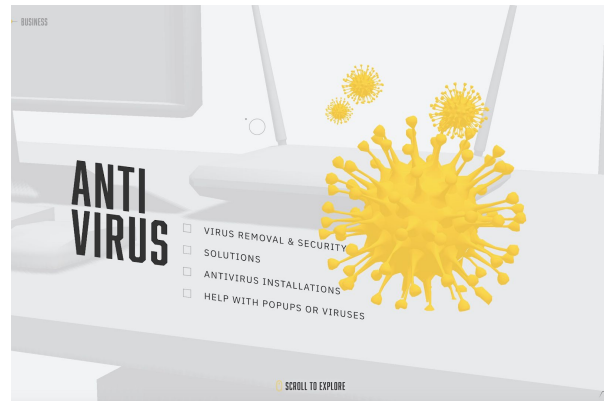

Link not publicly available

Eugenius landing page - Seattle

An innovative web experience that tells the story about Eugenius and the services they provide. It's an immersive trip through offices and server, were you are inside the ship.

https://www.eugenius.com/experiential

Media Vision Group WebGL pathfinder - Sweden

One of the largest projects we worked at OHZI interactive. It's an interactive pathfinding tool completely build using WebGL + React GUI.
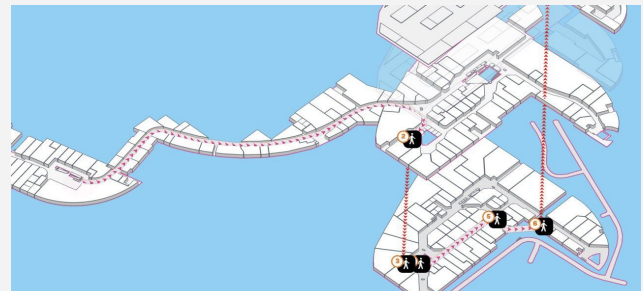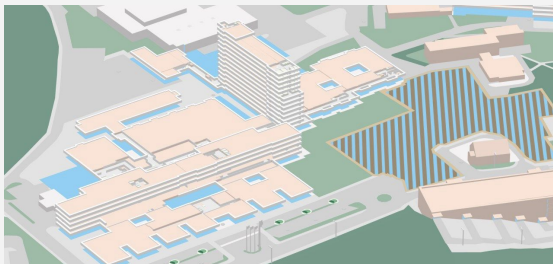

This tool allows users to find their store or space in a building, and get the right pathway to go there. The tool is flexible enough that has been used in hospitals and different shopping malls all around Scandinavia without major changes.

www.mediavisiongroup.se/

Allied Global Marketing - USA

An innovative web experience that introduces the story of Allied Global Marketing. It's an exciting interactive experience where the AGM experience is told through a polygon that guides you into the different web sections.

https://alliedglobalmarketing.com/
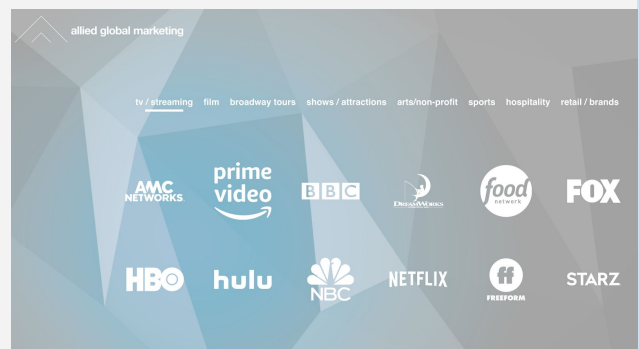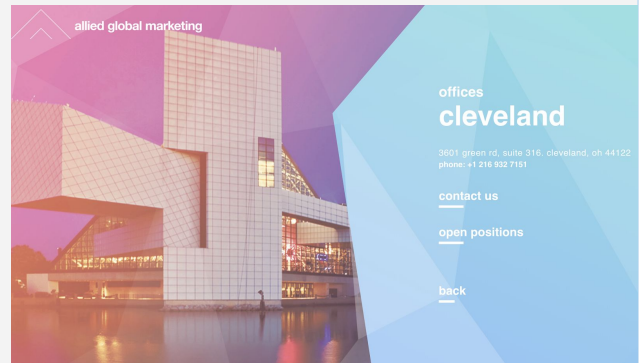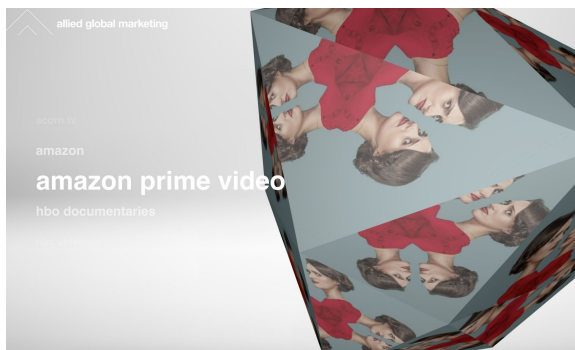
Voodoo Creative - Australia

Particle animation that morphs into different shapes, including a physically-correct wave simulation, and bird flying simulation, where birds follows the user's input.

https://particles.ohzi.io/

ProfilmOnline - US based engineering company

ProfilmOnline is an online viewer for microelectronic microscope image rendering and measumen. It lets you analyze on real time different features of the analyzed model and share it with colleagues, clients or contractors.

https://www.profilmonline.com/
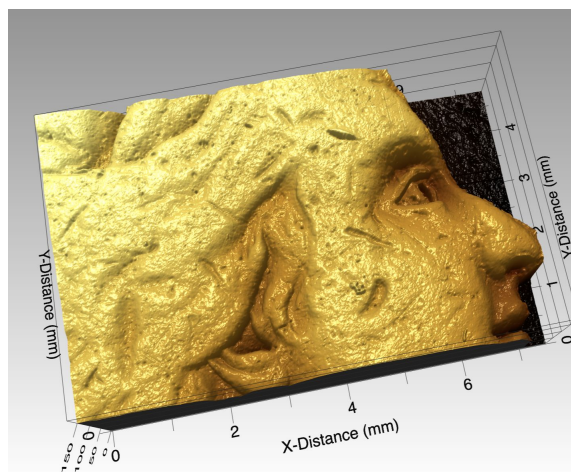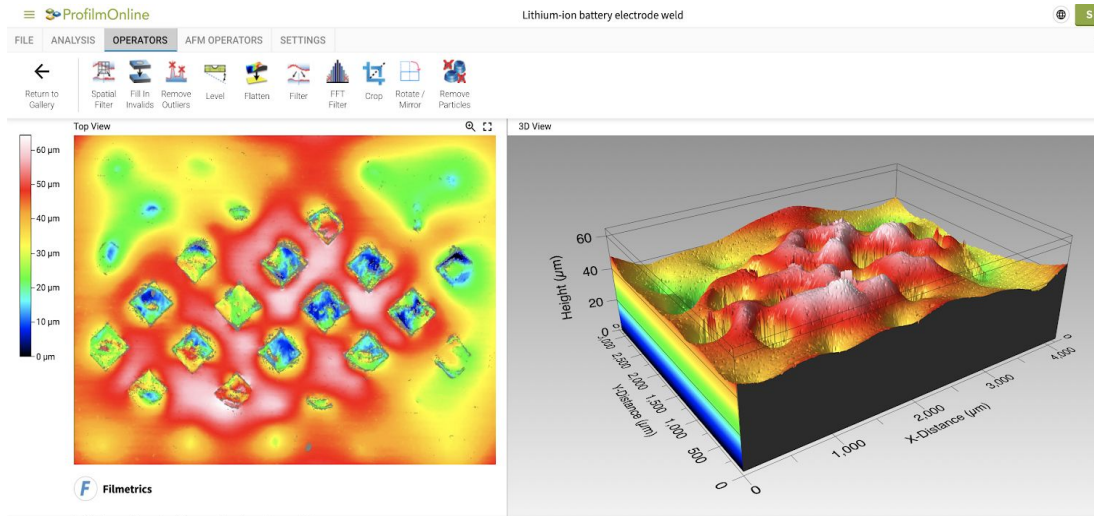
Sun power - global

A minimalistic 3d earth model with highlighted locations where Sun Power have facilities. Earth has a breath animation.
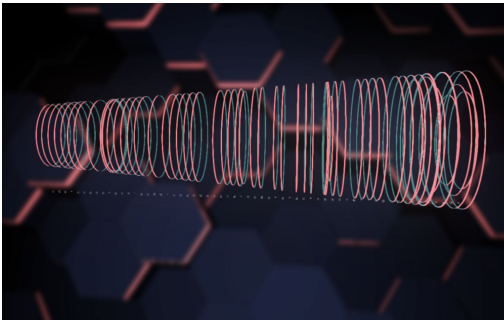

https://tibaldo.neocities.org/sunpower/

Digitaldelivery - US

A small animation for the landing site of digitaldelivery.tech where you can see how Digitaldelivery delivers documents all across the USA
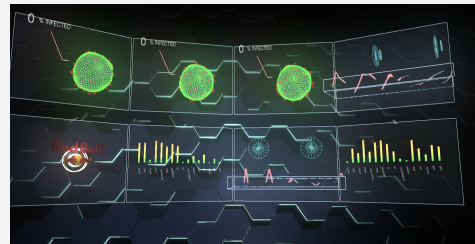

http://digitaldelivery.tech/

Experiment 6 - Reusable
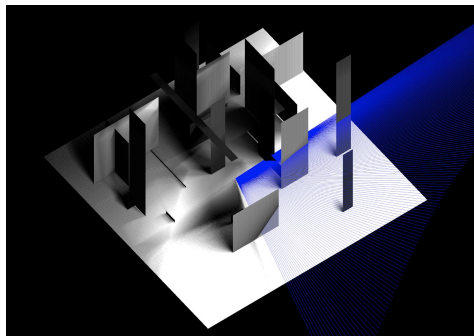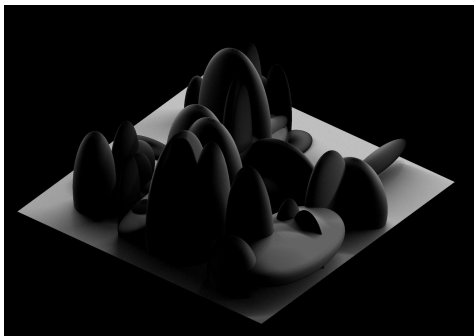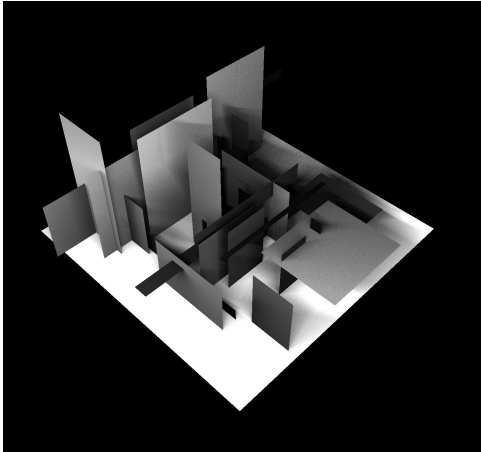Brunch modules user on sorting algorithm

Link under maintenance

Experiment 4 - Advance UI

Experimental advance UI with multiple visualizations and exploration tools for information.

https://redbull.ohzi.io/

# Experiment 7 - Unlimited light sources baken for THREEJS

A small project for baking multiple shadows into textures, as Threejs only permit 16 light sources into the same scene. This technique allows an unlimited amount of lights casting shadows. Once the shadows are backed into the textures, there's no need for rendering lights any more, which means no extra GPU.

IOHK - distributed (UK, US, China, Japan)

Cascading disruption - the animation shows different states of a network. 2016

https://iohk.io/
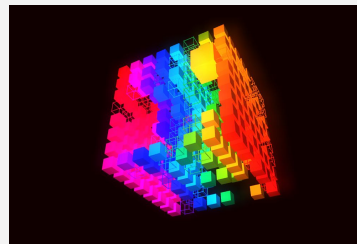
3d Game of life - an animation that displays complex shapes generated by pseudo-random interaction such in the game of life. 2016 https://iohk.io/

Keeper Furniture - Estonia

A shelf customizer plugin for a furniture e-commerce website.

https://tibaldo.neocities.org/shelf-customizator

Featuring YOUR PROJECT here ;)

Experiment 5 - Iconic chair

Using Photo Realistic Materials to create a realistic scene, by applying good textures and shaders.

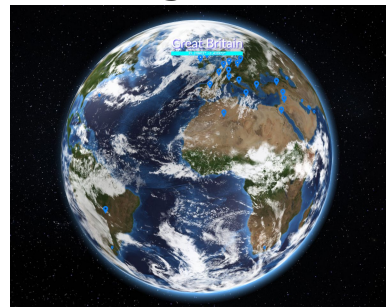https://tibaldo.neocities.org/chair
(link under maintenance)

Experiment 1 - GOLD

Golden particles that dances around the earth. Inspired by the rays of sun and electromagnetica particles that hits the earth everyday.

https://tibaldo.neocities.org/fumafaso.html
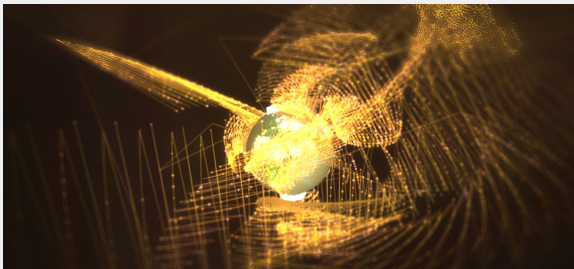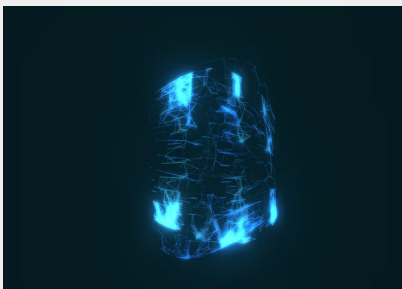
GENI Design - USA -2016

3d globe with markers loaded on the fly
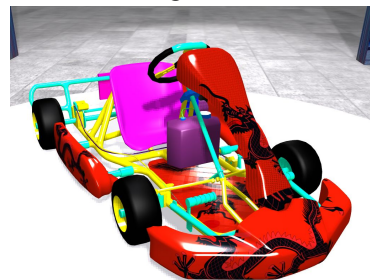
https://tibaldo.neocities.org/dest.html
(link under maintenance)

Experiment 2 - Reduris

Blue particles that fade away. When they move the combine between each other creating a network shape.

https://tibaldo.neocities.org/reduris.html

Create My Case - UK

GoKart customization tool that enables changing color and textures of a go kart
https://tibaldo.neocities.org/gokart.html
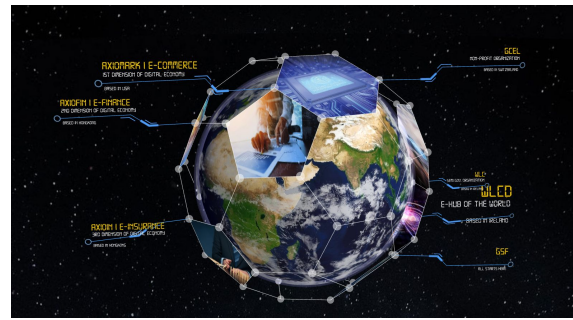(link under maintenance)

Experiment 3 - Landscape - 2016
Testing threejs lights and generative terrain. A fun a creative experience with different light sources and a randomly generated terrain.

https://tibaldo.neocities.org/landscape.html
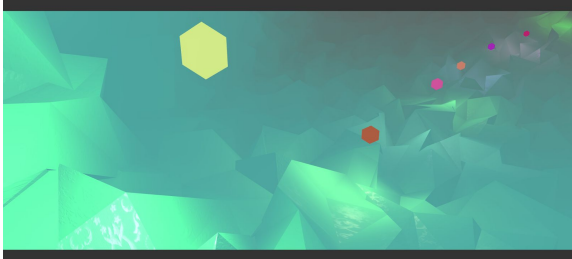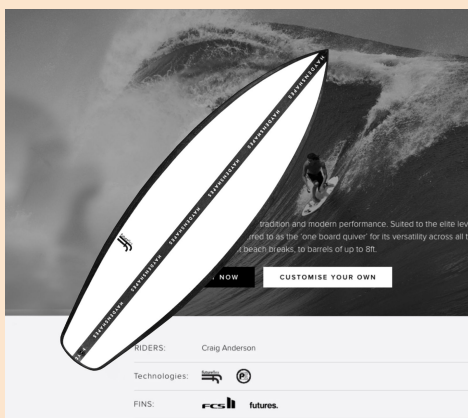
GCEL MEA - Lebanon - 2016

Interactive globe with images and videos of GCEL and their purpose.
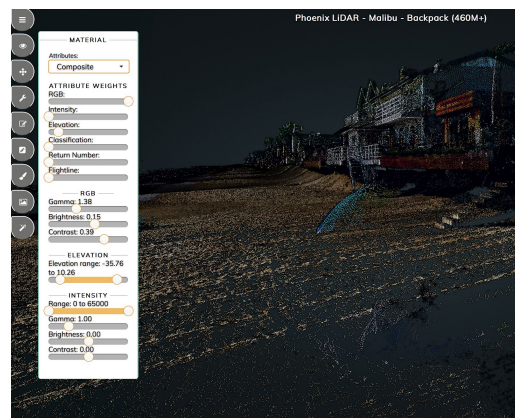
No preview available

Hayden Shapes - Australia
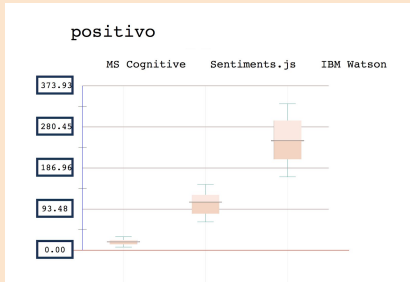An automatic rotation system for 3d models displaying.

https://www.haydenshapes.com/

PhoenixLidar - US
A CSS + javascript menu for a potree custom version made by PhoenixLidar

https://www.phoenixlidar.com

A small statistics tool for displaying whisker and box data used on my degree final thesis

https://tibaldo.neocities.org/boxwhisker

Ifex Function plotter

https://tibaldo.neocities.org/plotter.html
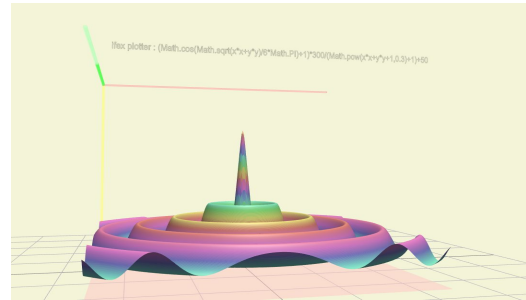
Redshire Boulevards Inc: - USA

3d words cloud

https://tibaldo.neocities.org/wordcloud.html

Head picker

https://tibaldo.neocities.org/head-2.html

Double globe with data

https://tibaldo.neocities.org/globe.html

Image picker

https://tibaldo.neocities.org/vacaciones.html
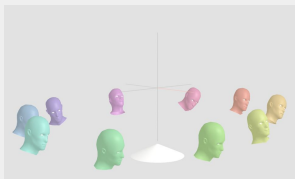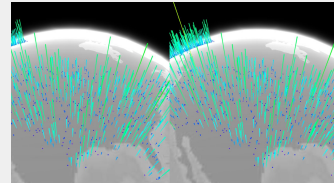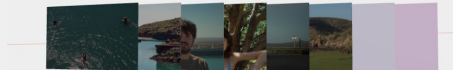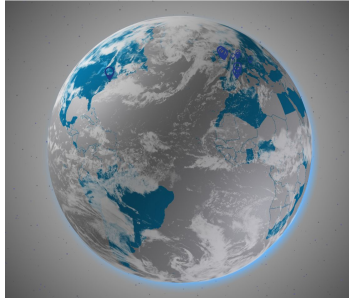
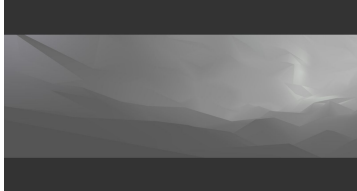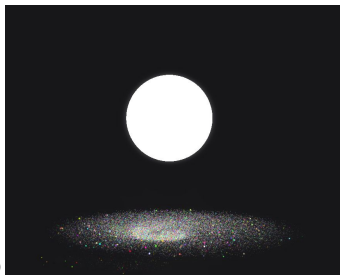|	
Sanjay Shah - UK - 2016 3d globe with interactive markers https://tibaldo.neocities.org/destination.html	**Onlinelib GmbH - Germany** 360 viewer from cubemap 3x2 video - 2017 No preview
Treefrog - Canada Background made of a moving background 2016 https://tibaldo.neocities.org/index.html	**De Zhou witmoon software - China** - 2016 custom blue print3d - No preview
Mic's Lab Pty Ltd - Australia - 2016 Galaxy of color points and socket interactivity https://tibaldo.neocities.org/anim7.html	ClosetPro Software - Shaders, material and lights improvements 2016 No preview
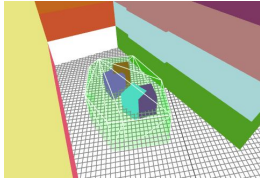
Veselin Dzhedzhev - Austria	Mohammad Ahmad-
Dome viewer that automatically adapts to contain random objects - 2016 No preview	Document transition for HTML. SVG to 3d mesh. 2016 https://tibaldo.neocities.org/anim3.html
Geopast - Australia Data collection over Trove in Australia. The data were classified to see which postal mail had no copyright and could be used for printing and sealing. 2016	Project RZ - UK Data scraping over most popular real estate search engines in UK Zoopla and Rightmove.Data were collected from their respective APIs and by using plain screen data scraping. Local data were updated once a day, and queries were possible to be made over this data. 2016

Any question ? catch me at skype or email :
    agustintibaldo / juanagustintibaldo@gmail.com