

	Bruno Moya
	Entrepreneur and software developer with a 10-year track record of creating innovative technological projects in Augmented Reality (AR), Virtual Reality (VR), and web development.  Santpedor  +34633860821  bruno.moya@glassear.com  https://brunomoya.com
Summary	
Founder of Glassear, a viewer that democratizes Augmented Reality, combining AR, 3D, and web technologies to create immersive experiences. Within this project, I also work on GlassMusic, an application that allows musicians to visualize sheet music in augmented reality, optimizing their live performance experience. Currently, I am looking for a part-time, temporal, or highly flexible job where I can contribute my experience in Unity 3D (C#), Python (backend/API), Computer Vision, AI, AI Agents, web development, and native app creation in Java for Android. I am interested in collaborating on innovative technological projects while continuing to drive Glassear and GlassMusic.	
Experience	
Glassear	2015-05-31 - Present
Speaker - Creator  https://www.glassear.com	
- Development of software and hardware for AR using Unity 3D and ARFoundation. - I have worked with Java protocols on Android, such as USB Accessory for connecting external devices and the Screen Recording API for capturing and processing content in real-time, optimizing the user experience in immersive environments. - Implementation of computer vision algorithms for interactive experiences. - Use of vision models like Yolo and OpenCV, for example in my TFG GlasFood. - Development of web interfaces with HTML, CSS, and React (Next.js). - Example: www.glassear.com/music - Integration of APIs and performance optimization for a better user experience. - Presentations at national events on AR and emerging technology. - Industry 4.0 Award at Maker Faire Galicia 2018 - [link] - Jury member at Maker Faire Galicia 2019 - [link] - Talks at Google Developer Groups (GDG) in Zaragoza and Lleida	
Freelance	Sept 2024 - Feb 2025
 https://cianeconsulting.com/hess-test/es/?page=0	
Development of the Hess Test: Creation of an application for psychological evaluation in human resources, with React on the frontend and PHP on the backend. The tool, scientifically validated by its creator, Gaspar, is used by companies in the sector for talent selection and analysis. - Implementation of databases, automated email sending, and user management in a WordPress-based environment. - Use of processing queues for high performance in systems with limited resources, optimizing execution on shared hosting. - Ensuring cross-platform compatibility and optimization for different devices and browsers. - Development of the backend as a WordPress plugin, facilitating integration with other systems.	
ManoMotion	2018-12-01 - 2019-06-01
Internship  https://www.manomotion.com	
- Development of AR applications for Glassear, using the ManoMotion SDK. - Design of AR interfaces and optimization of hand tracking algorithms. - Work with OpenCV and neural networks to improve gesture detection	
Computer Vision Center	2018-05-01 - 2018-07-01
Internship  https://www.cvc.uab.es/	
- Development of AI applied to pose tracking, face tracking, and object tracking in an Android app created with Java. - My tutor was Edgar Riba, creator of Kornia, a library with over 10.4k stars on Github. - Quote, 'Sometimes we forgot how young he was when assigning him tasks'.	
Education	
École de technologie supérieure ÉTS	2023-01-01 - 2023-04-29
Information Technology Engineering  https://www.etsmtl.ca/etudes/premier-cycle/baccalaureat-genie-des-ti	
During the last semester of my career, I studied in Montreal, Quebec, Canada for over 5 months , where I gained experience in teamwork in an international environment.	
- Deepened my knowledge in CI/CD, advanced programming, and Human-Computer Interaction (HCI). - Significantly improved my understanding of the local French, facilitating communication in professional and academic settings.	
Universitat Autònoma de Barcelona	2019-01-01 - 2023-12-31
Degree in Computer Engineering	
I am part of the university's entrepreneurship club and during my studies, I have participated in various events.	
Projects	
OpenCV Detectors	May 2018 - Jun 2018
 https://github.com/elblogbruno/OpenCV-Detectors	
I developed a native Android app in Java with OpenCV during my internship at the Computer Vision Center (CVC) of the UAB. It integrates neural networks for real-time face, object, and pose detection.	
JOYRUN 3D	January 2023 - June 2023
 https://www.youtube.com/watch?v=JYZFJRz1I2Q	
Project developed during my final year at ÉTS University in Montreal, Canada.	
- Video game in Unity 3D with integration of Nintendo Switch Joy-Con for gesture control. - Development of interactive mechanics using motion sensors.	
Brainmate (formerly NotionAI MyMind)	2020-08-11T18:21:06.000Z -
Your second brain powered by AI.  https://github.com/elblogbruno/NotionAI-MyMind	
Creation of a tool that combines Artificial Intelligence and productivity , integrated with the Notion platform, achieving over 700 active users .	
- Implementation of computer vision to automatically tag images, when vision LLM models did not yet exist. - Allowed the creation of 'Second Brains' thanks to AI + Notion.	
Manomojies	2020-12-09 - 2020-12-08
Augmented reality + emojis  https://play.google.com/store/apps/details?id=com.manomotion.arfoundationsdkceexample	
- AR application that allows placing emojis in reality using Hand Tracking. - Integration with ARFoundation and OpenCV for real-time hand detection.	
TripDepart The travelling social network!	2017-08-01
TripDepart is a social travel app that instantly connects you with travelers near you.  http://www.tripdepart.com	
A perfect social platform to discover nearby places and travel friends.	
FaceFilter	2019-04-01
Augmented reality filters + API + computer vision  https://play.google.com/store/apps/details?id=com.glassear.poemMask	
- AR application with interactive face filters, similar to Instagram filters. - Development of facial recognition algorithms with computer vision.	
Volunteering	
Fecamm - Patient73	2022-04-21 -
Technical Lead at Patient73 Games  https://patient73.org/portal1/M_item-detail_GAMEJAM.asp?contentid=3954	
Collaboration with the non-profit organization Fecamm (Federació Catalana de malalties minoritàries), in the process of introducing games to their platform so that people with rare diseases can play. In relation to this, we have organized a month-long GameJam in collaboration with UAB, UPC, and various hospitals.	
Publications	
Create an Augmented Reality app in one hour with Bruno Moya (2024)	April 2021
Maker Faire Galicia  https://www.youtube.com/watch?v=ATbX1UutpJU	
One-hour online course where I teach the basics of developing an Augmented Reality application using Unity 3D and ARFoundation. Watch course	
Glassear, mixed reality within everyone's reach.	2020-09-01T19:05:22.000Z
 3D Printing Design	
Article written for the virtual magazine on 3D printing in a special edition dedicated to mixed and virtual reality!	
References	
Avraam Georgiadis	
Adventures Partner	
https://www.linkedin.com/posts/avraamgeorgiadis_doctor-strange-ar-filter-activity-6802973488438231040-V0fP?utm_source=linkedin_share&utm_medium=member_desktop_web	
Skills	
Backend	
PHP, WordPress, Python	
Frontend	
HTML, CSS, JavaScript, React, Next.js	
Databases	
MySQL, Supabase	
Version Control	
Git, GitHub, Forgejo	
Public Speaking	
Over 15 talks delivered and counting.	
Flutter and Android	
Mobile app development in Dart and Java	
Unity 3D + ARFoundation + ARCore	
AR application development.	
Computer Vision	
Computer vision algorithms with OpenCV.	
Certifications	
Certificate of Appreciation	2019-07-01
ManoMotion  LinkedIn	
Hackathon Attendance Certificate	2020-04-01T00:00:00.000Z
Mamuthack  LinkedIn	
Diploma Talk COECYS Guatemala	2021-11-01T00:00:00.000Z
COECYS  LinkedIn	
Awards	
Hackathon Winner Most Creative Project	2020-01-01
NTT DATA (Everis)  LinkedIn	
My role as a computer engineering student has opened my mind to developing more scientific projects, having won the award for the most creative project with my app 'Whatshate,' sponsored by Everis, which directly and simply fights against cyberbullying.	
Manomojies Gamejam	2020-12-29
Manomotion  Facebook Post	
Winner of the 3rd prize in the Gamejam organized by Manomotion, based on the theme of using Hand Tracking and augmented reality mixed with emojis.	
Manomotion Superheroes Gamejam	2021-05-25
Manomotion  LinkedIn	
Winner of the 3rd prize in the Gamejam organized by Manomotion, based on the theme of using Hand Tracking and augmented reality mixed with the superhero theme along with Avraam Georgiadis.	
Industry 4.0	2018-05-12
Maker Faire Galicia  Galicia MakerFaire	
Winner of the 2nd Prize for the most interesting project for the future of Industry 4.0.	
Maker of Merit	2018-06-16
Maker Faire Barcelona  Barcelona Maker Faire	
More than 4 awards granted by the organization to the most interesting Maker of the event, as well as a very special one signed by David Cuatrelles, co-founder of Arduino.	
Languages	
Spanish	
Native Language	
Catalan	
Native Language	
English	
C1 with specific knowledge of computer science	
French	
B2 (Batxibac - Double French-Spanish Baccalaureate)	