

John Hay Supetran

Work Portfolio





Started my career in 2016, Where I self studied making VR app as my thesis in college and continued my career as a member of a non-profit organization, VR Philippines.

I've been into the face of this industry, and share what I learn to students, teachers and enthusiast alike.

Prototypes / Apps

Diwata VR - Microsatellite simulator on virtual reality.

DrIVR - A **comprehensive driving exam** in virtual reality, to effectively test competency.

Haraya Malls - An **e-Commerce Platform** to see, hold, and buy products in a virtual reality environment.

CollaVR8 - A virtual reality **conference room** where collaborators can meet online and use virtual tools.

AR/ER - Augmented Reality Emergency Room, **Connects patients with doctors** anytime, anywhere in augmented Reality.

Haraya Labs - Where students can experience Science and Technology in interactive **Virtual Reality Laboratories**.

VReady - A disaster simulator in Virtual reality that effectively test and train citizens for **disaster preparedness**.

Case Studies



Promote Volkswagen Philippines' yearly **child safety initiative campaign**. Trained customer's child (**target: 8-12 yrs. old**) while checking out their cars. We teach them about the basics and must-know road safety rules and tested their retention on a virtual reality game where they will use all the lessons from the seminar.



Haraya
Virtual Reality for a better reality.

Started my own VR Startup for 2 years and joined several hackathons. Also done freelancing for VR development along with it.



LOZATECH360

VIRTUAL REALITY FOR BUSINESS

I've worked with these companies so far as a consultant for their VR/AR/MR Projects.

Giving a life from an idea to an actual working VR Application.

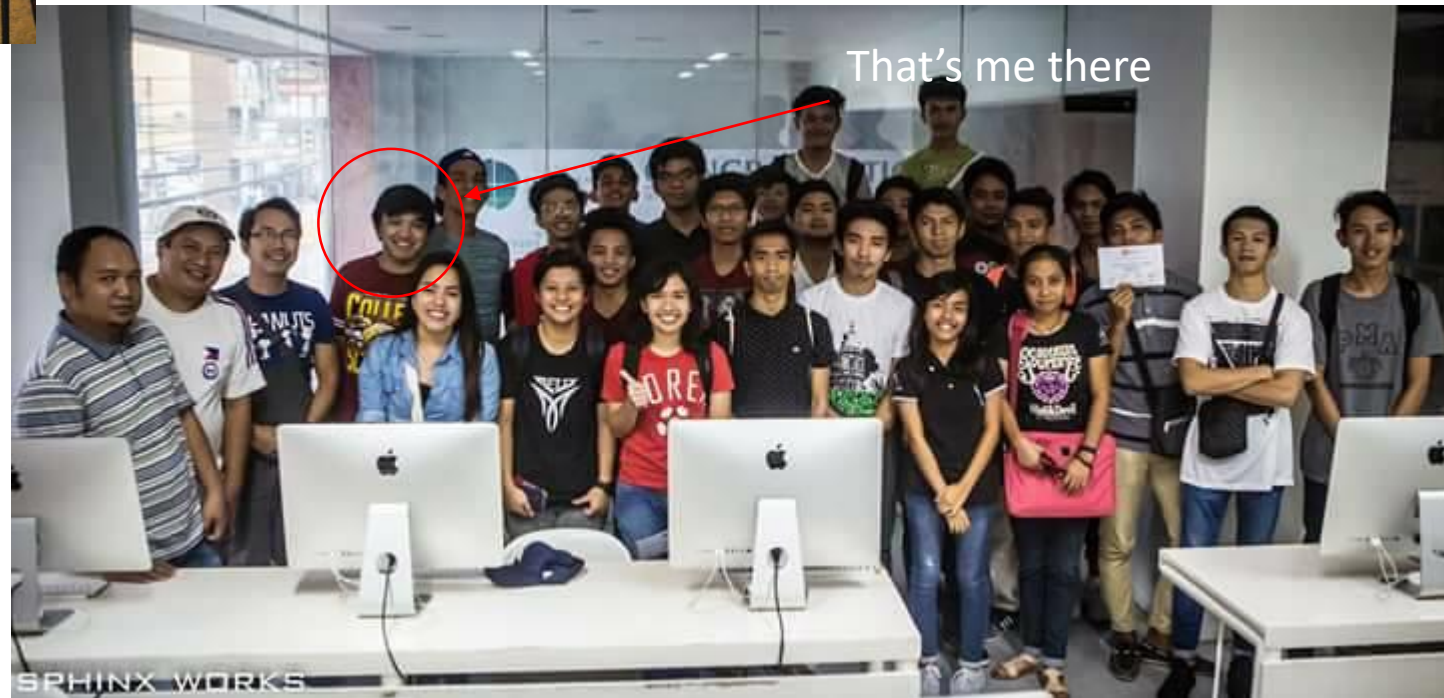


Was once just my hobby became my passion and put almost all my time and effort to share everything I learn from the business to development side in the Philippines.

Also, It looks pretty awesome to create something that gives the 'Wow' to people.

Other than that, I also have personal projects of my own since I also worked as a freelancer back then.

Also I know how to make apps in other platforms like web.



Personal projects:

VR Laboratory



Responsibilities:

Planning the whole game mechanics.

Game content, based on the hardware that will be used.

Optimizing to run smoothly on the chosen hardware.

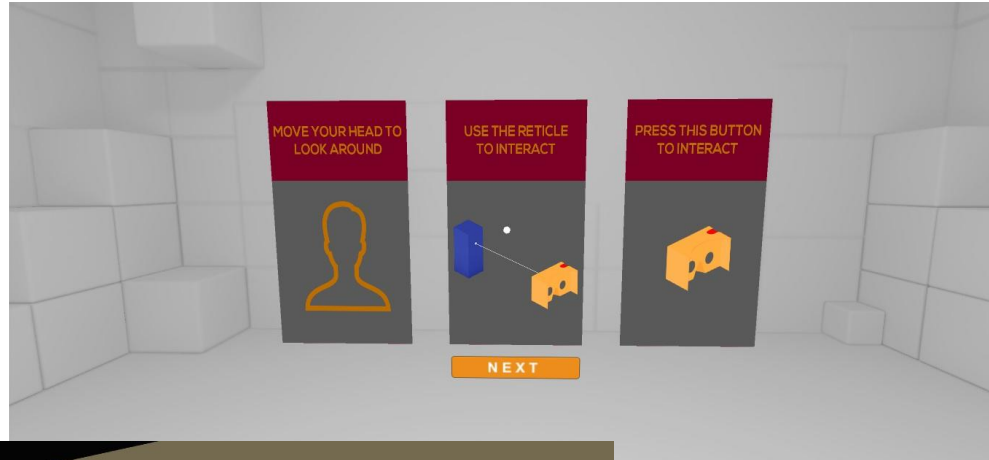
Programming.

All the 3D models used are paid/downloaded.

APK link: <https://drive.google.com/open?id=1MbVrG4yMTrgBJvki1FLmgvEG-nj570BI>

Personal projects:

VR Tour



Responsibilities:

Planning the whole game mechanics.

Game content, based on the hardware that will be used.

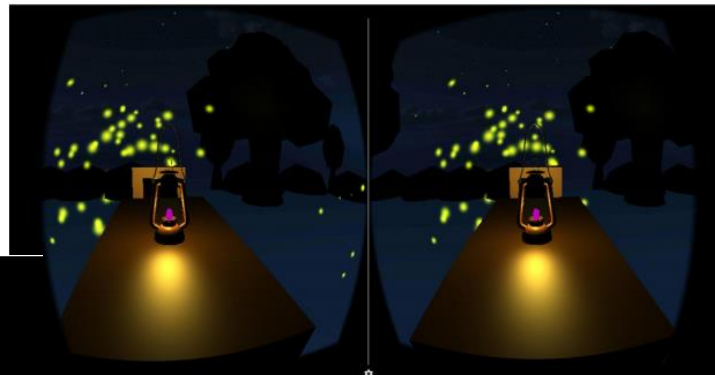
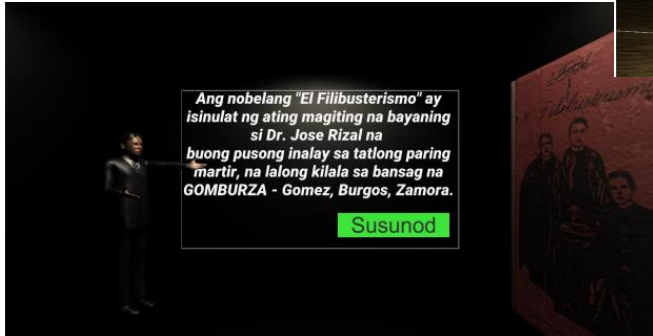
Optimizing to run smoothly on the chosen hardware.

Programming.

All the 3D models used are paid/downloaded.

APK Link: <https://drive.google.com/open?id=1rhRvQfUBtmADrR21dxqGye1hieHMcOwk>

Personal projects:



Rizal VR

Responsibilities:

Planning the whole game mechanics.

Game content, based on the hardware that will be used.

Optimizing to run smoothly on the chosen hardware.

Programming.

Shoot 360 video content

All the 3D models used are paid/downloaded.

Link: <https://drive.google.com/open?id=0B5qlcM6tQYc4VUJ1R3c5RVZVZm8>

Personal projects:



Quiz Room VR

Responsibilities:

Planning the whole game mechanics.

Game content, based on the hardware that will be used.

Optimizing to run smoothly on the chosen hardware.

Programming.

All the 3D models used are paid/downloaded/collab.

Link: <https://drive.google.com/open?id=1BtNTHpwknMw5gndkgPXJYRPz9sP-IDbB>

Personal projects:

Solar VR



Responsibilities:

Planning the whole game mechanics.

Game content, based on the hardware that will be used.

Optimizing to run smoothly on the chosen hardware.

Programming.

All the 3D models used are paid/downloaded.