Pedro Montoto García

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A product-oriented engineer with a diverse professional experience in multiple fields such finance, data analysis, machine learning and web development.

My main interests are the applications of psychology and AI, specially in game, game design and intelligent game systems.

Tooling of choice I have experience with is Unity, Unreal, Node, Ruby, Rails, Java, Spring, Hibernate, Oracle DB, SQL (MySQL, PostgreSQL, Oracle), MongoDB, AWS, Heroku, Bash, Git and sometimes Excel. Contributed to the Apache Software Foundation and Matrix.org projects.

(Updated: July 1, 2016)

Experience

Ongoing — **Various Projects**, *Self-started*.
Coded various open-source projects: `https://github.com/McOmghall`
Invested and started a new farming operation, including experiments on viability of new crops.
Invested money on Spanish companies, managing to get an average 3% ROI MoM.
Designed branding and internal culture for a Maker association at the Galician level.

Sep 2015 — **Volunteer Programmer**, *nucl.ai*.
Wrote code to use as examples in The Principles of Modern Game AI course:
`http://courses.nucl.ai/`

Sep 2015 / Sep 2014 — **Research Assistant Software Engineer**, *University of A Coruña*.
Worked along the research team on multiple projects: websites for energy distribution, machine learning over water cleaning facilities' data, heart prosthetic individualized prototypes and others.

Jun 2014 / Apr 2014 — **Software Engineer**, *Set Pay*, Santiago de Compostela.
Built a microservice architecture template as a base for future developments

Mar 2014 / Jul 2013 — **Business Intelligence Engineer Intern**, *Amazon EU*, Luxembourg.
Owned various reporting processes, ETL tasks, Excel expreadsheet management and Ruby on Rails on-website reporting.

Jun 2013 / Aug 2012 — **Software Engineer**, *Indra*, Madrid.
Development of banking and stock market web services and web portals under J2EE technologies: Spring, Hibernate/JPA.

Sep 2011 / May 2011 — **Research Assistant Software Engineer**, *Universidade de Santiago de Compostela*.
Academic environment, developing software for research on new logic systems.

Education

2011 - 2016 — **Master in Logic and the Philosophy of Science**, *University of Santiago de Compostela*.
Cognitive Psychology, Metamathematics, Rationality, Microeconomics, Argumentation Theory and Artificial Intelligence

2007 - 2011 — **Degree in Computer Science**, *University of Santiago de Compostela*, *6.4/10*.
Project Management, Network and Systems administration, Optimization, Artificial Intelligence

Master Thesis

Title	*The concept of intelligence after Computing Machinery and Intelligence: a historical perspective.*
Supervisor	Enrique Alonso González, UAM
Description	An analysis on the future of the concept of intelligence from the perspective of the cognitive sciences, especially AI
Paper	`https://github.com/McOmghall/ml-wip/tree/master/AI_comment`

Bachelor Thesis

Title	*Library for the execution of fuzzy quantified syllogisms*
Supervisors	Alberto Bugarín Diz, Martín Pereira Fariña
Description	Starting as a part of a research program on optimization-based logic systems. Implemented on Java, Linear and Non-linear optimization techniques, parsing tools (ANTLR) and the PMP project management system.
Paper	`http://citius.usc.es/investigacion/publicacions/listado?106`

Languages

Galician	Native	
Spanish	Native	
Portuguese	Fluent	
English	Fluent	*TOEFL, 108/120, License: 11069417*
Japanese	Basic	

Qualities

Personal skills:	Good software engineering skills, strong analytical, problem-solving and communication skills, eager to learn and develop new skills, project management and people management experience
Experience with:	Design (architectural and graphic), programming and project management techniques and tools
International Experience:	Lived between Spain, Luxembourg and Great Britain during the last 3 years.