

JOAQUIN OLLERO GARCIA

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PROFILE

Full-time Software Engineer at Animal Dynamics Ltd., part of the Flight Simulation team working on the simulation of 2 different vehicles using primarily C++, Unreal Engine 4, Qt&Qml and JavaFx. I hold an MSc in Computer Games Technology (City, University of London, United Kingdom) and a long-term MSc in Computer Engineering (University of Granada, Spain).

My areas of interest are robotics, videogames development, machine learning and mobile health systems. I consider myself a passionate of technology, which I think is a form of expression and a tool to improve the world.

EDUCATION

MSC IN COMPUTER GAMES TECHNOLOGY LONDON, UNITED KINGDOM
CITY, UNIVERSITY OF LONDON
September 2016 – September 2017

Grade: First class (1st) / Distinction (77.94%).

Modules: Object Oriented Programming in C++ (76.4%), Game Development Process (79.2%), Research Methods and Professional Issues (70.6%), Systems Specification (69.9%), Computer Graphics (80.6%), Computer Games Architecture (77.0%), Digital Signal Processing and Audio Programming (85.7%), Game Physics and Artificial Intelligence (83.9%).

Dissertation: “Prediction of Future States of Features Extracted from Deep Reinforcement Learning Networks” (78.0%).

BSC & MSC IN COMPUTER SCIENCE LAUSANNE, SWITZERLAND
ÉCOLE POLYTECHNIQUE FÉDÉRALE DE LAUSANNE
September 2011 – September 2012

1-year Erasmus exchange programme composed by ten modules of the BSc and MSc in Computer Science taught in English and French.

LONG-TERM MSC IN COMPUTER ENGINEERING GRANADA, SPAIN
UNIVERSITY OF GRANADA
September 2008 – September 2016

Grade: Upper second class (2.1) (65.4%).

Dissertation: “Mobile Health System for Evaluation of Breast Cancer Patients during Treatment and Recovery Phases” (95.0%).

PUBLICATIONS

2018: Ollero, J. and Child, C., 2018, June. “Performance Enhancement of Deep Reinforcement Learning Networks Using Feature Extraction”. In International Symposium on Neural Networks (pp. 208-218). Springer, Cham.

2017: Ollero, J., Moral-Munoz, J. A., Rojas, I., & Banos, O., 2017, April. “Mobile Health System for Evaluation of Breast Cancer Patients during Treatment and Recovery Phases”. In International Conference on Bioinformatics and Biomedical Engineering (pp. 653-664). Springer, Cham.

WORK EXPERIENCE

SOFTWARE ENGINEER

ANIMAL DYNAMICS LTD.

April 2018 – Present

OXFORD, UNITED KINGDOM

As part of the Flight Simulation team, working in the simulation of “Skeeter”, a small-scale drone based on a dragonfly, and “Stork”, a versatile logistics unmanned aerial vehicle designed to transport heavy loads. Programming mainly on C++, using Unreal Engine 4 to produce realistic simulations and Qt/Qml and JavaFx to design UI focused tools used by other teams.

ANDROID WEAR AND WEB DEVELOPER

UNIVERSITY OF TWENTE

June 2017 – October 2017

REMOTE CONTRACTOR

Developing a system composed by a standalone Android Wear 2.0+ smartwatch application and a Python 3.X, Flask, MongoDB, HTML5, CSS (Bootstrap), JavaScript and chart.js web application allocated in the cloud to monitor cancer and reduced mobility patients. The system collects data via the sensors of the smartwatch and sends it to the web server application, where it is stored and can be visualized or downloaded as ready-to-work Python 3.X/MatLab scripts.

WEB DEVELOPER (INTERNSHIP)

UNIVERSITY OF GRANADA

April 2015 – October 2015

GRANADA, SPAIN

Managing the website of the Vice-Chancellorship of Student Affairs of the University of Granada by creating new content and improving the already existing structure.

SKILLS

- C++, Open GL 4.X, GLSL, Bullet, FMOD, SFML.
- C#, XNA.
- Unreal Engine 4, Unity 3D.
- Python, Flask, Numpy, Matplotlib.pyplot.
- TensorFlow, Keras.
- Java, JavaFX, Android, Android Wear 2.0+.
- HTML 5, PHP, CSS, Bootstrap, JavaScript, p5.js, nvd3.js, chart.js.
- MongoDB, MySQL.
- MatLab, Simulink.
- LaTeX.
- Qt, Qml.
- Microsoft Visual Studio, PyCharm, Android Studio.
- Ability of learning and adapting to new technologies and programming languages.
- Self-motivation and enthusiast of challenges.
- Team-working and ability to work independently.
- Creative when solving problems and facing unseen situations.
- Communication and leadership skills: Staff-Student Liaison Committee student representative of MSc in Computer Games Technology (City, University of London).
- Organizational skills, tasks planning and time management.

INTERESTS

I enjoy playing videogames and keeping up to date with the latest trends in the games industry. I have always said that I do not play videogames just for fun, but also because they inculcate me with important values. My favourite videogames are “The Witness”, “Metroid Prime”, “Portal” or the “Halo” franchise.

Music has always accompanied me throughout my whole life. I usually listen to hundreds of new albums released every year, while I keep track of them in a personal database. Reading and writing has helped me to get to know me better and books like “Atlas Shrugged” by Ayn Rand have changed my life.

I collaborate as a community manager in an affiliate marketing company specialised in sports betting, promoting the brand and launching campaigns in different social media networks such as Twitter or Instagram.