

Daniel Otero

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"One must still have chaos in oneself to be able to give birth to a dancing star"
F. Nietzsche

EDUCATION

MASTERS IN COMPUTER SCIENCE | THE UNIVERSITY OF EDINBURGH

Expected August 2018 | Edinburgh, United Kingdom
Specialization in Theoretical Computer Science

GRADUATE IN COMPUTER ENGINEERING | UNIVERSITAT POLITÈCNICA DE CATALUNYA

June 2016 | Barcelona, Spain
Specialization in Computer Science

COL·LEGI SANT ERMENGOL HIGH SCHOOL

June 2012 | Andorra
Technological degree

COL·LEGI JANER PRIMARY AND SECONDARY SCHOOL

June 2010 | Andorra

RESEARCH

DISTRIBUTED LOCOMOTION STRATEGIES FOR LATTICE BASED MODULAR ROBOTS | GRADUATE THESIS

2016 | UPC

Project supervised by Vera Sacristán, professor from the Mathematics Department at Universitat Politècnica de Catalunya
Link <http://hdl.handle.net/2117/100137>

LEARNING MIXTURES OF PRODUCT DISTRIBUTIONS | MASTERS' DISSERTATION

expected 2018 | University of Edinburgh

Project supervised by Mary Cryan, professor from the Foundations of Computer Science Department at the University of Edinburgh

WORK EXPERIENCE

ANDORRA TELECOM SOFTWARE ENGINEER INTERNSHIP

Summer 2014 and Summer 2015 | Andorra

Summer internships as junior engineer while studying the grade in Computer Engineering.

LANGUAGES

PROGRAMMING

Recently used: C++ Python

Familiar: Java Bash Matlab C Javascript HTML CSS Assembly Haskell Prolog

Experience with: Android Unity OpenGL ANTLR Django Hadoop Isabelle Git

SPOKEN & WRITTEN

Spanish and Catalan as native tongues

C1+ English (CAE 2016)

B2 French (DELFI 2010)

PROJECTS

BUSINESS WEBPAGE IN DJANGO

2017 | A friend started a carpentry in Barcelona, I saw an opportunity to learn web development and give him a hand on his new enterprise. I am also managing the hosting of it.

Link: <http://www.jfcestudiotaller.com/>

2D C++ GAME ENGINE + ZELDA REMAKE

2015 | Developed with a friend of mine who's currently working at the game industry

Link (with demo video!): <https://github.com/addja/Hellda>

3D C++ GAME ENGINE + RUNNER GAME

2015 | Developed with a friend of mine who's currently working at the game industry

Link (with demo video!): <https://github.com/addja/keep-running-n-nobody-gets-hurt>

INTERPRETER TO AUTOMATICALLY BUILD ATNS

2014 | Developed with a friend for the compilers course at UPC

Link: <https://github.com/addja/atnlang>

ABOUT ME

MISCELLANEOUS

Born in Andorra on 1994

Guitar player and currently self-studying music

Level P3 at IKM federation (krav maga - self defense)

Driving license since 16 years old

Actively dancing swing (mostly Lindy hop and Charleston) What I love: problem solving, books, music, learning new stuff and adventures

THINGS I'VE DONE

Winner at 2015 theHackatH2on (Barcelona)

Volunteer at a kennel in Norway via Work-away, summer 2016

Volunteer at a horse farm in Wales via Work-away, summer 2017

Private maths teacher for A level students