

DANIEL OTERO AVALLE

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WORK EXPERIENCE

- Software engineer
Arista Networks
2018 – Present Dublin, Ireland
- Software engineer intern
Andorra Telecom
Summer 2014 & Summer 2015 Andorra la Vella, Andorra

PERSONAL PROJECTS

- Totzzle: 2D Puzzle game 2021
Dev'd in Unity during spare time for about three months with a friend

ACHIEVEMENTS

- 2D game engine + SNES Zelda remake
Written in C++ 2016 github.com/addja/Hellda
- 3D game engine + runner game
Written in C++ 2016
github.com/addja/keep-running-n-nobody-gets-hurt
- Language interpreter to automatically build ATN
Written in Java 2015 github.com/addja/atnlang
- Learning mixtures of product distributions
MSc dissertation Supervised by Dr. Mary Cryan
- Distributed locomotion strategies for lattice based modular robots
BSc dissertation Supervised by Dr. Vera Sacristán
- Second prize hackathon
Agbar H2O hackathon
March 2015 Barcelona, Spain

TECHNICAL SKILLS

- C++ Python C C#
- Linux Unity Git

EDUCATION

- MSc in Computer Science
The University of Edinburgh
Specialization in Theoretical Computer Science
2016 – 2018 Edinburgh, UK
- BSc in Computer Engineering
Universitat Politècnica de Catalunya (UPC)
Specialization in Theoretical Computer Science
2012 – 2016 Barcelona, Spain

LANGUAGES

- English ●●●●●
- Spanish ●●●●●
- Catalan ●●●●●
- Galician ●●●●●
- French ●●●●●

VOLUNTEERING

- Kennel volunteer
Workaway
Summer 2016 Øverbygd, Norway
- Horse farm volunteer
Workaway
Summer 2017 Wales, UK