Daniel Otero

http://addja.github.io daniel.oteroavalle[at]gmail.com

"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

WORK FXPERIENCE

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

Proficient: C++ Java Python

 $\label{lem:condition} Familiar: Bash \, Matlab \, C \, Javascript \, HTML \, CSS \, Assembly \, Haskell \, Prolog \, Experience \, with: Android \, Unity \, OpenGL \, ANTLR \, Django \, Hadoop \, Isabelle \, Git \, Condition \,$

SPOKEN & WRITTEN

Spanish and Catalan as native tongues C1+ English (CAE 2016) B2 French (DELF 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 present. 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 the 26th of February 1994 Guitar player and currently self-studying jazz Level P3 at IKM federation (krav maga - self defense) Driving license since 16 years old

What I love: problem solving, books, music, learning new stuff and adventures

THINGS I'VE DONE

Winner at 2015 the Hackat H2 on (Barcelona) Volunteer at a kennel in Norway, summer 2016

Volunteer at a horse farm in Wales, summer 2017

Private maths teacher for A level students