

# Daniel Otero

<http://addja.github.io>  
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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](#)

### **LEARNING MIXTURES OF PRODUCT DISTRIBUTIONS** | MASTER 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](#)

## 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!)

## 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!)

## INTERPRETER TO AUTOMATICALLY BUILD ATNS

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

[Link](#)

## 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