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

⊙ github.com/addja/Totzzle

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