

## EMPLOYMENT

<b>Software Engineer Intern</b>	<b>Improbable</b>	<b>Summer 2017</b>
<ul style="list-style-type: none"><li>Performed research and wrote design guides about the challenges that distributed systems bring to player movement, state machines, AI, artificial ecosystems, and organically stable ecosystems.</li><li>Nurtured the company's culture by proactively organizing internal "Learn" events such as a company-wide game jam, giving a talk about programatic/urban art to the design team, and introducing coworkers to VR.</li><li>Engaged with the community through Twitter and forums. Referred as that "amazing intern that solved our problems".</li></ul>		
<b>Organiser and Lead Designer</b>	<b>Hackers@UPC</b>	<b>Spring 2015 - Present</b>
<ul style="list-style-type: none"><li>Kickstarted our regular HackNight, a weekly event to work on projects and learn together.</li><li>Designed the brand, logos, website, and swag for KairosHacks, HackUPC 2016S, and HackUPC 2016F.</li></ul>		
<b>Front-end Engineer</b>	<b>Toggl</b>	<b>March 2015 - March 2016</b>
<ul style="list-style-type: none"><li>Introduced and promoted ChatOps. Automated several recurring tasks via git hooks and Hubot commands.</li><li>Stopped A/B test development from being highly error-prone by building a developer-friendly library that works around requirement mismatches detected in proactive research.</li><li>Improved developer experience by centralizing our knowledge base, adding linters, and performing thorough code reviews. "I learned more in a week than in 7 months at my last job, and it was mostly because of your reviews".</li><li>Participated in the design and coding of the Notifications overhaul. Fixed multiple XSS vulnerabilities.</li></ul>		
<b>Course Teacher and Former President</b>	<b>VGAFIB</b>	<b>June 2013, Jan 2014, July 2015</b>
<ul style="list-style-type: none"><li>Recurrent course about "Multiplayer Online Games using Node.js" at UPC BarcelonaTech.</li><li>Taught lessons covering: JS ES6, Node.js, CI, CD, game development, P2P vs centralized, (non)authoritative server, lock-stepping, simulation with redos, dead-reckoning, agreed input delay, clock syncing.</li></ul>		

## PROJECTS AND OPEN SOURCE

- [#art+#code](#) - series of experiments where art is generated using code.
- [AG-Drift](#) - multiplayer online racing game for the browser. Minimized network usage by running deterministic simulations that only need to receive all players' input events in order to get synced.
- [LudumPad](#) - Open Source library for using mobile devices as external game controllers.
- [Mocha \(Core Member\)](#) - Most popular JS test framework, with over 100,000 dependent public projects. 5M monthly downloads. I've reviewed ~130 PRs. Together with the core team I make decisions about Mocha's future.
- [Kipos](#) - Unfinished iOS game with no marketing but over 80k downloads and a 4.5/5 rating average.
- [1st Prize, PennApps 2015 \(~1400 participants\): LifeSaber](#) - Product Design for watch app that guides users through correct CPR, automatically calls 9-1-1, and instructs nearby app users to bring defibrillators.
- I have published 152 open source repositories on [GitHub](#) and 27 packages on [npm](#).

## EDUCATION

<b>Barcelona, Spain</b>	<b>Open University of Catalonia</b>	<b>Spring 2016 - Summer 2018</b>
<ul style="list-style-type: none"><li>Undergraduate Coursework: Artificial Intelligence, "Automata, Grammars, and Languages", Compilers, Cryptography, Database Architecture, Distributed Systems.</li></ul>		
<b>Barcelona, Spain</b>	<b>Polytechnic University of Barcelona</b>	<b>Fall 2012 - Summer 2014</b>
<ul style="list-style-type: none"><li>Undergraduate Coursework: Physics; Databases; Computer Interfacing; Data Structures and Algorithms; Probability and Statistics; Operating Systems; Interaction and Interface Design.</li></ul>		