

EXPERIENCE

Front-end Developer	Toggl	March 2015 - March 2016
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- Introduced and promoted ChatOps. Automated several recurring tasks via git hooks or Hubot commands.
- Reduced errors in A/B test development by building a developer friendly library that works around painpoints I detected in discussions with Onboarding and Back-end teams.
- Improved developer experience and onboarding by centralizing knowledge base, improving CI checks, and performing thorough Code Reviews. I was nicknamed “The Gatekeeper”: “I learned more in a week than in 7 months at my last job, and it was mostly because of your reviews”.

Course Teacher, Former President	VGAFIB	June 2013 - Present
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- Recurrent course about "Multiplayer Online Games using Node.js" at UPC BarcelonaTech.
- Taught lessons covering: JS ES6, Node.js, testing, game development, P2P vs server, dummy vs authoritative server, and lag mitigation (synced deterministic simulation, simulation + correction, agreed input delay).
- Created an experiment to test whether students would ask more questions and express more doubts during class if they can do so in an anonymous and asynchronous manner.

PROJECTS AND OPEN SOURCE

- **Mocha (Core Member)** - Most popular JS test framework. 4M monthly npm downloads. 11k stars on GH. I've reviewed ~130 PRs. Together with the core team I make decisions about Mocha's future.
- **Kipos, virtual pet simulator** - Unfinished iOS game with over 80k downloads and a 4.5/5 rating average.
- **1st Prize, PennApps 2015 (~1300 participants)**: Android/Android-wear app that calls 9-1-1, guides users through correct CPR, and instructs nearby app users to bring defibrillators. I worked on Product Design with the help of doctors from UPenn.
- **LudumPad** - use mobile devices as game controllers. Provides an API to customize the controller's UI, inputs, and trigger vibration, sounds, etc.
- **HackUPC** - helped kickstart and organize our hackathon. I designed the brand, logos, website, and swag.
- **AG-Drift** - multiplayer online racing game with minimized network usage. The server is authoritative.

EDUCATION

Barcelona, Spain	Open University of Catalonia	Spring 2016 - Summer 2018
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- Computer Science Undergraduate Coursework: Distributed Systems, Artificial Intelligence, Database Architecture, Cryptography, Compilers, Formal Languages and Automata Theory.

Paris, France	École 42	Fall 2014 - Summer 2015
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- Google Student Ambassador. Member of the Mozilla Club.

Barcelona, Spain	UPC BarcelonaTech	Fall 2012 - Summer 2014
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- Computer Engineering Undergraduate Coursework: Data Structures and Algorithms, Interaction and Interface Design, Databases, Operating Systems, Computer Interfacing, Probability and Statistics, Physics.

SKILLS

Technical: HTML5, CSS3, JavaScript ES6, C, C++, Objective-C, Java, Python, Ruby, Bash.

Languages: English, Spanish, French, Portuguese.