

Erick TORNERO

PERSONAL DATA

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WORK EXPERIENCE

Dec 2017	LIMABIONICS SAC, Lima-Peru
MAY 2017	<i>Software and Hardware Developer</i> In charge of the development of the state machine of a bionic arm prosthesis, in ARM Integrated Circuits. Testing and debugging of electronic boards oriented to tasks of conditioning and acquisition of myoelectric signals.
APR 2017	MECHATRONIC ENGINEERING ENGITRONIC SAC, Lima-Peru
DEC 2016	<i>Software and Hardware Developer</i> Development of material for classes in robotics (implementations, coding examples), using technologies as <i>AppInventor</i> , <i>Scratch</i> , <i>Arduino</i> , <i>MBlocks</i> , <i>Unity3D</i> .
MAR 2017	INICTEL-UNI, "Recreational Summer 2017", Lima-Peru
JAN 2017	<i>Partial-time teacher in Virtual Reality</i> Development of the class program and teaching Virtual Reality based on Google-VR SDK and Unity3D to children and teenagers.

RESEARCH EXPERIENCES:

Oct 2019	INVITED SPEAKER AT IES DIVINO CORAZÓN DE JESUS, Cusco-Peru <i>Topic: Introduction to Deep Reinforcement Learning</i>
DEC 2019	ORAL SPEAKER AND POSTER PRESENTATION AT LATINX AI WORKSHOP IN NEURIPS2019, Vancouver-Canada <i>Topic: Reinforcement Learning Approach to Fly Quadcopters with a Faulted Rotor</i>

EDUCATION

AUGUST 2020	Deep Learning Reinforcement Learning Summer School Canadian Institute For Advanced Research (CIFAR) , Remote assistance.
CURRENT	Master of Science in COMPUTER SCIENCE, Universidad Católica San Pablo , Arequipa
MAY 2018	Thesis in Progress: "Reinforcement Learning Approach to Fly Quadcopters with a Faulted Rotor" Advisor: PhD. Jose E. OCHOA
JULY 2017	Bachelor Degree in MECHATRONICS ENGINEERING
APR 2012	Universidad Nacional de Ingeniería , Lima-Peru

AWARDS

DEC. 2017	" <i>Business Model Competition UNI (BMC)</i> ", Fourth Position. Automated Aeroponics System.
MAY. 2018	" <i>Full scholarship</i> " granted by CONCYTEC & CIENCIACTIVA to study a full-time master's degree in computer science.
DEC. 2019	" <i>LatinX AI Full Grant</i> ", Travel, Accommodation and Registration to NeurIPS-2019, Vancouver-Canada.

LANGUAGES

SPANISH: Mothertongue
ENGLISH: Intermediate

COMPUTER SKILLS

Operative Systems Linux, Windows
Version Controller Git
Ms Office Excel, PowerPoint, Word
Microcontrollers ARM Cortex, Arduino, PIC18

PROGRAMMING LANGUAGES

Language	Level	Frameworks/API's
C++	Intermediate	OpenGL QT
C	Intermediate	STM32 HAL Driver CUDA
Python3	Advanced	Pytorch
C#	Basic	GoogleVR/Unity3D
Latex	Intermediate	-