Felipe Erias

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Professional Experience

Terranet AB

R&D Engineer and Designer. From 2015 to 2019.

Headquartered in Lund, Sweden.

- **Direct connectivity framework**

  Development of an Android framework and API for discovery and creation of device-to-device networks, integrating technologies like WiFi Aware, WiFi Direct, and Hotspot.

Design	Java	Android	API development	Mobile

- **Complete design and development of mobile applications using device-to-device connectivity**
  - MeshPresenter: share slides, photos and drawings in real time using only your phones
  - AwareTester: test app to discover and connect to other devices using Wi-Fi Aware
  - AwareBeam: quickly share large files between phones with a tap using NFC and Wi-Fi Aware

  Talk at FOSDEM (Brussels, Belgium, 2019): *"Mobile design with device-to-device networks"*

Design	Java	Android	Mobile

- **Development of several other applications for Terranet AB and for its customers**

Java	Android	Mobile

IGALIA SL

Junior parter, Software Engineer. From 2007 to 2014.

Headquartered in A Coruña, Spain.

- **Expert consultant for** <u>Endless Mobile</u> (San Francisco, USA; 2013–2014)

  Development of the GNOME desktop environment for educational computers.

C	C++	GTK+	JavaScript	GNU/Linux	GNOME	App development	API development	Desktop

- **Expert consultant for** <u>Nokia</u> (Helsinki, Finland; 2007–2011)

  Development of MeeGo Touch, UI library for the Nokia apps in the N9 phone. (2011)

C++	Qt	GNU/Linux	UI toolkit	API development	Mobile

  Development of the input methods and physical/virtual keyboards for the Nokia N900. (2009)

C	GTK+	GNU/Linux	UI toolkit	API development	Mobile

  Development of app manager, email and music apps for the Nokia N800 and N810. (2007–2008)

C	GTK+	GNU/Linux	App development	Mobile

- **Other projects**

  Design and development of an Android mediacenter for TV and mobile. (2012-2013)

Java	Android	Design	App development	Mobile	TV

  Participation in the Free SW community, including the creation of designs and prototypes, and conference talks at GUADEC (A Coruña, Spain, 2012) and FOSDEM (Brussels, Belgium, 2013).

Education

Master in Interaction Design (2014–2015)

University of Malmö, Sweden. One academic year.

Thesis: *"Emergent IoT configurations for same-place collaboration"*

Supervised by Jonas Löwgren in collaboration with Terranet AB

MSc. in Human-Centred Interactive Technologies (2009–2010)

University of York, UK. One academic year.

Graduated with distinction.

Thesis: *"Design and evaluation of an interface for finding and opening documents"*

Supervised by Alistair Edwards.

Engineering in Computer Science (2000–2006)

University of A Coruña, Spain.

Five academic years plus an Erasmus stay at the University of Stuttgart, Germany (2005–2006).

Thesis: *"Compilation of BPEL conditions & assign activities into Java code"* at University of Stuttgart.

Supervised by Dieter Roller.

7-month internship at IBM Deutschland GmbH. (2006–2007).

Skills

I am an experienced Software Engineer and Interaction Designer. Throughout my career, I have worked on many different projects for mobile and desktop systems. Across all my work, two things have remained constant. First, the will to push the boundaries of what is possible with our devices so that they can help us achieve the things that really matter to us. Second, a very high standard of quality and care in my work, so my colleagues and our users can safely rely on it.

Design: ethnographic research, interaction design, app design, user testing, documentation, etc.

Programming: C, C++, JavaScript, Java, Python, Rust, etc.

UI Toolkits: GTK+, Qt, Android, OpenGL, OpenFrameworks

Operating Systems: GNU/Linux (desktop and mobile), Android (phone, TV)

Embedded: Arduino, embedded GNU/Linux

Creative: interactive installations, movement tracking, embodied interaction, etc.

Data Analysis: Octave, Matlab, statistics, machine learning, neural networks, etc.

Communication: fluent technical and academical writing in English; experienced public speaker

Web: HTML, CSS, JavaScript, Django, etc.

Graphic Design: Adobe XD, Figma, Inkscape, GIMP, etc.

Languages:
- **English**: CEFR C1 level (with Cambridge CAE and TOEFL certifications)
- **German**: CEFR A2 level
- **Spanish**: Native
- **Galician**/**Portuguese**: Native