During my years studying Computer Science I have worked in a broad range of projects, where I learned the basics of Java, C++, C#, SQL and Ocaml. Currently, I study a Master in Human Computer Interaction, where I have focused on front-end development and I feel very comfortable with HTML, CSS, Bootstrap and JavaScript. These projects have taught problem solving skills as well as the technical approaches of it. They also demanded me to perfect my team and time management skills. The main learning from these years at university is that now I feel able of self-learning and improving myself in any language, because I have a good understanding of the fundamentals behind it. Outside the academic sphere, I worked for a government agency and I did user research to design a gamification university web system. After that I worked for a start up, where I was responsible for usability evaluations as well as the help documentation. My biggest lesson from both internships is that the most important part of technology is how the users are experiencing it. It helped me to see that my technical knowledge is a tool to help users to achieve their goals. J.P. Morgan is a huge financial institution that deals with different users and different challenges everyday. The technology developed there has to adapt to such diversity at the same time it has to be reliable and efficient. I feel that and my experience with Human Computer Interaction can be a very important part of its team. How exciting it is to help the design of solutions that will be useful and appreciated by the users, whoever they might be, from internal teams to the external customers of J.P. Morgan. Technology is a crucial part of any financial business nowadays and I would love to be part of that.

I recently got accepted to a Master Thesis project with Intel in the UCLIC lab, at UCL. They have a collaboration with the professors at UCL to build creative Urban IoT devices. Such devices are to be displayed in the streets so that the citizens can interact with it. One of my favorite ones in the VoxBox. It is a physical representation of an opinion survey. Its interface consists of boxes with different control buttons so that users can manipulate these buttons and express their ratings about an event or an installation. I find this merge between physical and digital very interesting because it makes the virtual world more tangible. Besides, such public displays can be used as a stimulus to encourage social discussions around it. It can also serve as a way to get the attention of people as it invites them engage with an activity that otherwise they would not do, in this case, replying to an opinion survey. I think these research initiatives have a lot to offer to the industry and it would be very interesting to see how such ideas could be applied in a larger scale.