Sebastián Torrente Carrillo

Physics MS

Profile

A recent graduate always in search of knowledge and challenges. I love to learn new things (you never know enough), so I've set my goals in getting a first job where I can develop (and hone!) a wide set of skills, mainly programming and data analysis. I offer an inquisitive and perserverant mind, happy to share his knowledge and lend a hand when needed.

Education

2001-2013   **Licenciate Degree in Physics**, *University of Murcia*, Murcia.

Equivalent to a BS+MS. Specialization in *'Electronics and automatics'*. I also developed an strong interest in computational physics and astrophysics. To the point of learning programming by myself, getting me into the good habit of researching things on my own.

- Volunteered to edit and typeset a compilation of all the papers wrote in the class 'Nuclear Physics' which will be published. With this I took the chance to get more experience with LaTeX. It was also an excellent opportunity to organise and set in common the 'legacy code' essays of all my class into a single book with an unified style.
- - Material

Additional education

2012   **6.002x Circuits and Electronics**, *MITx*.

I wanted to brush up my knowledge in electronics and to test online education.

2012   **CS169.1x and 2x: Software as a Service**, *Edx*.

As much as I love Physics, they don't teach you Agile Development in the degree. So I picked up this course to learn it along with some Ruby.

2012   **CS188.1x: Artificial Intelligence**, *Edx*.

Being about AI and requiring some Python programing I could't let pass this one.

2008   **Schools of Mathematics Lluis Santaló. Aspect of operator algebras and applications**, *International University Menéndez Pelayo*, Santander.

Summer Course, 30 hours.

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Experience

2006–Present **Freelance Card Game Designer**, *Edge Entertainment*.
Co-creator and Main Designer of the card game 'Crisis: Tokyo' of future release in three languages.

- Won the board game design contest with the game 'Crisis: Tokyo'. Thanks in no small part to the creation of a convincing prototype and a good pitch.
- Learnt Agile dynamics even before I knew about the concept. The beta testing team (lead by the other creatoer) sent me the results and I made the necessary changes to the rules and/or cards.
- And all this without missing not even a single deadline!

Languages

Spanish	**Native**	*Great level with a rich vocabulary even for a native.*
English	**Fluent spoken and written**	*CEFR Level C2, ESOL Cambridge CAE Grade A*
French	**Basic**	*Learnt during high school, I want to pick it up again.*

Computer Skills

Python	**Numpy, IPython**	*Prefered language*
LaTeX	**MikTex and Texmaker**	*Main choice for typesetting*
Fortran	**FORTRAN77**	*Used in computational physics, switching to Numpy*
Other	**MATLAB, C, R, Git(Github)**	*https://github.com/SebastianTorrente/*

Interests

Electronics Design, assembly and soldering of small electronics devices. Last project: an arcade stick with detachable cable and compatible with ten systems.

Learning Acquiring new skills. Currently learning Ruby, SML and TkInter. Once I settle down I plan to learn German, French and some martial art as physical activity.

Hobbies Taking online and summer courses, traveling, cooking, taking long walks, science fiction and martial arts cinema, model kits, comics and fighting games.

Personal Skills

Lateral Thinker Crazy ideas may not be the correct ones all the time, but they are always interesting and worth exploring.

Problem solving skills With a good dose of a "let's fix it" attitude and very passionate. Doubly so if I have to learn new skills to tackle the problem. I'd like to insist about it: I really love to learn new skills, even if they don't seem practical at first.

Team worker Silver tongue with great exposition skills. Supportive to others, happy to share and support ideas and fun to have around.

Curious and polymorphic I just can't resist the temptation of trying my hand at tasks I've never done before and figuring out how things work.

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