Sebastián Torrente

Physics MS

Profile

I am a Physics graduate always in search of knowledge and challenges and with a strong interest in programming. With my degree finished my next goal is to participate in interesting projects to help them succeed and further develope my programming skills. I offer an inquisitive and perseverant mind, happy to share his knowledge and lend a hand when needed.

Education

2001-2013 Licentiate Degree in Physics, University of Murcia, Murcia (Spain).

Equivalent to a BS+MS. Specialization in Electronics and Electromagnetism.

- Student intern in the class 'General Relativity and Cosmology'.
- Volunteered to edit and typeset the compilation book with all the papers wrote for the Nuclear Physics class, which was published. I got more experience with LATEX, rewriting and turning the papers into a single book with an unified style.
- \circ Staff member in the FISPAC stand during SECyT 2010. I contributed with the creation of posters and flyers and also by giving divulgation speeches about astro and particle physics.

Experience

2013-Present Data Analyst, Growth Intelligence, London.

Entered as an Intern for a month in May and I am currently working for them as Data Analyst.

- My work was key in two important pilot project.
- Improved my skills in Python, using it to parse XML, JSON and use it to interact with a REST API.
- Added MySQL to my skillset.

2006–2013 Freelance Card Game Designer, Edge Entertainment.

Co-creator and Main Designer of the card game 'Crisis: Tokyo', released in Autumn this year in Spain and France.

URL: $www.edgeent.com/v2/edge_minisite.asp?eidm=235$

- Won the board game design contest (card game category) thanks to the creation of a convincing prototype and a good pitch.
- Learned all the aspect of the design and management of a product, given that Edge Entertainment gave us a lot of control (and responsibility) over all the process and the final say on every aspect.
- It was also a chance to take a lot of different roles and collaborate with external teams: editors, illustrators, translators, beta testers...
- I still maintain the project offering rules support and using the feedback and questions to create a FAQ.

Languages

Spanish Native Great level with a rich vocabulary, even for a native.

English Fluent spoken and written ESOL Cambridge CAE Grade A

French Basic Learned during high school. I plan to pick it up again.

Computer Skills

Python 2.7, 3.3 Preferred language, currently learning Numpy and Scipy

LATEX MikTex and Texmaker Main choice for typesetting

Fortran FORTRAN77 Used in computational physics, switching to Numpy

Databases MySQL, SQLite

Other C, R, MATLAB(Octave)

I am interestid in adding Haskell to the list

Tools Git, Vim, MySQL Workbench 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 different systems.

Programming Currently learning Tkinter and Haskell.

Learning Getting and developing new skills is what motivates me. I dedicate time ev-

eryday to study even if my skills are enough at that moment. You never know

enough.

Hobbies Taking online and summer courses, travel, cooking, organising science fiction

and martial arts cinema sessions, read, trade and discuss comics and novels

and make small fighting game tournaments with friends.

Personal Skills

Lateral Crazy ideas may not be the correct ones all the time, but they are always

Thinker interesting and worth exploring.

Problem With a "let's fix it" attitude and very enthusiastic about it. Doubly so if I have

solver to learn new skills to tackle the problem. I would like to insist about it: I really

love to learn new skills, even if they do not seem practical at first.

Team worker Supportive to others, eager to share and support ideas, inspire others and fun

to have around.

Task Driven Because finishing projects before the deadline is incredibly satisfying.

Curious and I just cannot resist the temptation of trying my hand at tasks I have never

polymorphic done before and figuring out how things work.

Perseverant Even in the direct circumstances I still push on.

Other

Availability I will be available on January