

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 learn (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 interest in computational physics and astrophysics.

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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. 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 Lluís Santaló. Aspect of operator algebras and applications**, *International University Menéndez Pelayo*, Santander.

Summer Course, 30 hours.

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 creator) sent me the results and I made the necessary changes to the rules and/or cards.
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- And all this without missing not even a single deadline!

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2011–2012 **Editing and typesetting**, *FISPAC*, Murcia.
Edition, typesetting and correction in L^AT_EX of the book '*Progress on particle and nuclear physics*' (provisional title)

September **Collaboration in the FISPAC stand in the Murcia's Science Fair 2010**,
2010 *FISPAC*, Murcia.
Design of posters and other material for the stand.

———— 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*
L^AT_EX **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.
Game design Mainly card and boardgames. As stated above, I won a contest in card game design.
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 Crazy ideas may not be the correct ones all the time, but they are always
Thinker interesting and worth exploring.
Problem With a good dose of a "let's fix it" attitude and very passionate. Doubly so if
solving skills 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 I just can't resist the temptation of trying my hand at tasks I've never done
polymorphic before and figuring out how things work.
Other Driving license.

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