Sebastián Torrente Carrillo

Physics MS

Education

2001-2013 Licenciate Degree in Physics, University of Murcia, Murcia. Equivalent to a BS+MS. Specialization in 'Electronics and automatics'.

Additional education

2012 6.002x Circuits and Electronics, MITx.

Took this course to refresh my knowledge in electronics and to test online education. Verification code:

https://verify.edxonline.org/cert/e9af31ea9ce7435fa021ca908b4bfeac

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

Took this course to learn Agile Development techniques. Verification codes: https://verify.edx.org/cert/61e969054b3e4edeacb84805c41d4301 and https://verify.edx.org/cert/29cf1609f4c540c38f0eea4184ff9670

2012 CS188.1x: Artificial Intelligence, Edx.

Picked this one to practice with Python. Verification codes: https://verify.edx.org/cert/2907f427165e4e3d85036db258752aab

2008 Statistical Analysis of Data with SPSS, University of Salamanca, Salamanca.

Summer Course, 30 hours.

- 2008 Schools of Mathematics Lluis Santaló. Aspect of operator algebras and applications, International University Menéndez Pelayo, Santander. Summer Course, 30 hours.
- 2007 Artificial Vision, University of Cantabria, Santander. Summer Course, 20 hours.
- 2007 Quantum computation and topological orders, Complutense University of Madrid, San Lorenzo del Escorial. Summer Course, 30 hours.
- 2006 Process Control: Applications in MATLAB-SIMULINK, UNED, Ávila. Summer Course, 35 hours.
- 1992-2001 Bachelor of Music, Conservatory of Lorca, Lorca. Violin

Experience

2006-Present Freelance Card Game Designer, Edge Entertainment.

Co-creator and Main Designer of a card game of future release.

- Won a national board game design award, been in charge of the project ever since;
- Learnt how to manage a project: from the initial idea to the finished product.

Calle Jerónimo Santa Fe, 102, 2B – 30800 Lorca, (Murcia)

(+34) 629 787 950 • \boxtimes sebastian.torrente@gmail.com

'infrafrequency.tumblr.com • Skype: sebastiantorrente

2011–2012 Editing and typesetting, FISPAC, Murcia.

Edition, typesseting and correction in LATEX of the book 'Progress on particle and nuclear physics' (provisional title)

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

MATLAB Octave

Other C, R

Tools 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 various 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 phisical 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.

Others

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 "let's fix it" attitude and very passionate. Doubly so if I solving skills 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.

Perseverant Even in the direct circumstances I still push on.

Other Driving license.

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