

## Education

- 2014 - 2018 **B.S. Computer Engineering**, [UPC BarcelonaTech](#), Barcelona  
Specializing in Computing (Theory of Computation, Algorithms, Compilers, Artificial Intelligence)

## Projects

- 2015 - 2017 **Universal TV Remote** - *1.5M installs*
- Developed TV Remote app using the phone's built-in IR-blaster
  - Reverse engineered IR codes for air conditioner signals and less well-known brands
- 2015 - 2017 **Intruder Selfie** - *500K installs*
- Developed app that takes a picture when somebody fails to unlock your device
- 2017 **logsolve**
- Logic game (sudoku-like) solver using computer vision and constraint programming
  - Solves games on a phone using a capacitive pen attached to a 3D printer
- 2016 - 2017 **Rubik Robot**
- Self designed and 3D-printed Rubik's Cube robot solver with over 40 parts
  - Iterated over 20+ designs and built solver using clustering and CV algorithms
- 2016 **Rubik Web**
- Built an interactive Rubik's Cube solver for the web
  - Using Three.js for rendering and custom algorithms for solving the cube

## Awards

- 2017 **Bloomberg prize** - CopenHacks (*Denmark*)
- 2017 **Bosch prize** - StartHack (*Switzerland*)
- 2016 **Microsoft prize** - Junction (*Finland*)
- 2015 **1st prize** - HackForGood (*Spain*)

## Programming languages

- Proficient Go, Java, C, C++, JavaScript, Python
- Familiar Haskell, Prolog, Shell

## Tools

- Git Experienced with branches, merges, rebasing, etc
- Linux Used Linux as primary OS for years (Debian, Ubuntu)

## Skills

- Teaching Member of [Jedi UPC](#), a university teaching non-profit
- Leadership Founded [RobotsUPC](#), a university robotics non-profit
- Research Member of [Cosmic Research](#), a university space research association
- Languages Fluent in English, native in Spanish and Dutch