

BIOGRAPHY

During my studies I have discovered my passion about **technology, design** and **user experience**. I love to be involved on new products development (either physical or digital) from the idea conceptualization to prototyping and validation. I am interested on projects related to Internet of Things, VR/AR, wearable technology and AI/Machine learning.

I am currently **working at HP Inc.** as an Interaction Designer on the field of 2D and 3D printers. Previously, I conducted research at the Research Group on Media Technologies redefining the relations between people and objects on the field of HCI. I also take part on VR/AR, web/app development and branding projects as a freelance.

I consider myself being a proactive person, always ready for new challenges. For that reason, in the future I expect to continue collaborating on projects that explore new interfaces to interact with technology and to have the opportunity to learn from the best.

EXPERIENCE

- **INTERACTION DESIGNER**
HP Inc | Jun 16 - Current
User-centered design approach for defining intuitive interfaces on the field of 2D & 3D printers. Given feedback of multiple stakeholders we define the design specifications for ensuring a great user experience
- **FREELANCE TECHNOLOGIST**
Various | Mar 14 - Current
Design and creation of digital products and services in various areas such as AR/VR, app and web development or branding. Collaborated with Almirall, Banc Sabadell, La Caixa, Veritas or Mobile World Capital amongst others.
- **COFOUNDER / DESIGNER**
Creavition | Jan 14 - Jan 15
Digital media agency with the the goal to connect brands with people.

ACADEMICS

- **RESEARCH ASSISTANT**
Research Group on Media Technologies - HCI Area
Oct 2013 - Nov 2016
Ideation, development and validation of prototypes that redefine relations between objects and people. Our main goal is to create more natural experiences that go beyond screens blending physical & digital world.
- **INTERACTION DESIGN MASTER'S DEGREE**
La Salle BCN (URL) | Oct 2015 - Nov 2016
Master degree involving areas such as design, user experience, rapid prototyping, interaction and artificial intelligence.
- **MULTIMEDIA ENGINEERING DEGREE**
La Salle BCN (URL) | Sept 2011 - Feb 2016

SKILLS

Programming: Java, C, C#, C++, HTML, CSS, JS, PHP, MySQL
Multimedia & design: Adobe Creative Suite, Axure, 3DSMax, Invision, Sketch
Libraries & Platforms: Unity, Android, Processing, Arduino, Vuforia, OpenCV, OpenNI, 3D Printing

LANGUAGE

English: Full professional proficiency (FCE, C1 Level)
Spanish: Native speaker
Catalan: Native speaker

GRANTS

- **Winners of Efficient travelling challenge**
RACC & Imagine Foundation | May 17
- **Selected for Sónar Innovation Challenge on VR**
Sónar+D / UPF | May 17
- **Honours in Final Thesis of Master Degree**
La Salle BCN (URL) | Nov 16
Touching, a novel method for incorporating battery-free RFID touch interfaces to everyday objects.
- **Winners Business Track Datathon**
Social Point | Oct 16
- **Grant to support my research**
Funitec La Salle BCN | Oct 13 - Jun 16
- **Winners Imagine Express Hackathon 2016**
Imagine Foundation | Feb 16
- **Honours in Final Thesis of Engineering Degree**
La Salle BCN (URL) | Feb 16
Digital sense, a method for exchanging digital information between people and objects for better context adaption.
- **Best Technical Execution on short film making**
Landscape Film Festival BCN | Apr 15
- **Winners IoT Hackathon**
Mediatek/Claro Partners | Feb 15
- **Sónar+D Exhibition**
Sónar Festival | Jun 14 & Jun 15