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Creative Technologies | Interaction Design | Physical Prototyping
Software Ideation & Development | Generative Visuals & Sound

PROJECTS

[Scoop AR, VR & Mixed Reality Platform](#). Analysis and Product Design Lead. Madrid. 2020
[Ikea Realtime Stock "Cestas"](#). Analysis and Project Lead. Madrid. 2019 - 2020
[BBVA Invisible Payments](#). User Experience, Technical and Product Design. Madrid. 2018 - 2019
[Google My Account \(V.2\)](#). Interactive Installation Technical Leading. Berlin. 2017
[SIC 2017](#). Artistic research project brainwaves visualization. Sonar+D. Barcelona. 2017
[LOCU](#). Creative Compass based on environment variables, hardware & software. L.A. 2016
[R-CONTROL](#). Analogue Music Control Tangible Interface. UPF - MTG. Barcelona. 2013
[Agile Content Platform](#). CMS Front-End Development and Video Player. Barcelona. 2008-12

WORKSHOPS

Machine & Deep Learning with Kyle McDonald. Sonar+D. Barcelona. 2019.
Interactive Lighting Technologies with Protopixel. Mira Festival. Barcelona. 2017.
How Computers See: Browser-based Computer Vision applications development. Berlin. 2017
Interactive Computation applied to Scenic Arts and Dance. Barcelona. 2016
Designing Expressive Wearable technology for Music Performance. Barcelona. 2015

EDUCATION

Postgraduate in Design of Interactive Music Systems. UPF Music Technology Group. 2012-13
Computer Science Engineering. Alicante University. 1998-2006
Scholarship at "École d'Ingeniers Télécom". Saint Etienne, France. 2002

EXPERIENCE

Digital Interaction, Technology and IOT Innovation at [Sopra Steria Group](#). Madrid. 2019-2020
Creative Technologist and Experience Designer at [BBVA Invisible Payments](#). Madrid. May 2018
Computer Vision Consulting for interactive installation. [Pfadfinderai](#). Berlin. 2017-2018
Technical Direction at Creative Agency [B-Reel](#). Berlin. May - November 2017
Creative Residency [72U](#) as Technical Lead. [72AndSunny](#). Los Angeles, California. 2016
Interactive and Creative Developer at Creative Agency. [Lola Mullenlowe](#). Barcelona. 2014-16
Interactive, Mobile and Tangible Applications Development as Freelance. Barcelona. 2012-14
Multimedia Developer for Video Content Platform and CMS. [Agile Contents](#). Barcelona. 2008-12
Multimedia Developer for Virtual Events Platform. [Imaste-IPS](#). Madrid. 2007
Interface Developer for Medical Care Control Software. Oesia / IT Deusto. Madrid. 2006-07
Multimedia Developer for Online Lessons at Cervantes Institute. [AVE](#). Alicante. 2003-04

TEACHING

Sopra Steria Group. Developing high fidelity prototypes with FramerX and ReactJS. 2019
EAE Business School. Design Thinking & Customer Experience Master Degree. 2018-2019
ESNE Design School. User Experience for Product Design and Digital Services. 2018-2019

TECHNOLOGIES

Programming. C++, Java, JS, HTML5, Ionic, Angular, OpenGL, OpenframeWorks, C#
Physical & Digital Prototyping. Raspberry Pi, Arduino, Sketch, FramerX, Invision
Audiovisual Interaction. Unity3D, Max/MSP, Pure Data, Ableton Live, Sound Design

LANGUAGES

Spanish. English. French. Catalan.