



## Academic and Professional Experience

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Sept. 2014 – Present	PhD Student at MIT Medialab, <i>Fluid Interfaces</i> Group.
Sept. 2016 – Present	Co-President VR/AR MIT
June. 2016 – August 2016	Microsoft Research, <i>Mentor: Jaron Lanier (Hololens)</i> .
Sept. 2014 – May 2016	Degree of Master of Science in Media Arts and Sciences. <i>Massachusetts Institute of Technology</i> .
June 2015 – August 2015	Microsoft Research, <i>MSR Next</i> Group (AR/VR).
Sept. 2013 – June 2014	Visiting Student at MIT Medialab.
Sept. 2012	CCNA – 1, Cisco Certified Network Associate
Sept. 2011 – July 2013	Research Assistant in The Media Technologies Department, HCI Area, <i>La Salle BCN - URL</i>
Sept. 2009 – July 2014	Bachelor degree in Multimedia Engineering*, <i>La Salle – Ramon Llull University</i> . *CS and UX/UI
July 2008 – Present	Photographer and film maker, <i>Flickr, Vimeo</i>

## Skills

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Programming	C#, Java, C, C++, Objective-C, MySQL, PHP, HTML, CSS, Javascript.
Multimedia and design	Photoshop, Illustrator, After Effects, Premiere, 3dmax, Vicon motion capture, Optitrack.
Libraries and platforms	Unity, Processing, Arduino, Scratch, OpenGL, OpenNI, Android, iPhone/iPad, Matlab.
Fabrication/Art	Vinyl cutter, 3D Printing (Formlabs, Ultimaker, MakerBot), Laser cutter, amateur potter, watercolor, oil painting on canvas, crochet and wearable fashion.

## Grants, Fellowships, Awards

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2016-2018	Winner of the Facebook Graduate Fellowship. Two-year fellowship including payment of tuition and fees for the 2016-17 and 2017-18 academic years, and a \$37,000 yearly grant.
2016	<u>Finalist Innovation by Design Awards</u> . Organized by Fast Company (Co.Design's) over 1700 designs.
2014-2016	LEGO Fellowship. Two years of my Masters Research Assistantship paid by the LEGO.
2014	Volkswagen/IDEO/MIT Medialab Data Driven Hackathon. 5000\$ Best Idea Award and Winners of the Hackathon.
2011-2013	Funitec Foundation. Grant to support my research at La Salle R&D, Ramon Llull University.

## Publications

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CHI	10 publications. World's premiere conference on Human Factors in Computing Systems (ACM).
Ubicomp	2 publications. ACM International Joint Conference on Pervasive and Ubiquitous Computing.
TEI	2 publications. Conference on Tangible, Embedded, and Embodied Interaction Proceedings (ACM).
DIS	1 publications. ACM SIGCHI Conference on Designing Interactive Systems. .
IUI	1 publications. ACM International Conference on Intelligent User Interfaces.

HRI'13 1 publications. ACM/IEEE International Conference on Human-Robot Interaction.

CGVR'13 1 publications. International Conference on Computer Graphics and Virtual Reality.

## Press and Talks

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### Talks

[Harvard School of Design] Envisioning the Future of Architectural Design with Virtual Reality (March 22, 2016). Augmenting Human Capabilities and Environments Using Mixed Reality. (talk)

[Harvard Digital Futures Consortium] sIGHTLines (February 11, 2016). Prepare – Discover – Interact. (talk and panelist)

[Boston University] Image and Video Computing Seminar (April 7th, 2016). From Augmented Reality to Augmented Human (talk)

[Hacking Arts '16] The Future of Arts. Annual Conference, Tech Expo and Hackathon Reality (Nov 19-20th, 2016). HoloART: Painting with Holograms in Mixed Reality (talk) and Remixing our Senses (panelist).

[AR in Action '16] An Augmented Reality Summit. HoloART: Painting with Holograms in Mixed Reality (Stage Demo and talk). AR UI/UX (Panelist). AR Design/Art (Panelist), AR Human Computer Interfaces (Panel)

### PsychicVR

"MIT Gives Us Superpowers (Virtually)", [Fast Company](#)  
"PsychicVR turns meditators into heroes", [Nerdist](#)

### Showme ++

"Augmented Interfaces" Two proof of concept projects from the MIT Fluid Interfaces Group demonstrate how we could potentially control objects with augmented reality interfaces using smartphone-powered VR tech., [Prosthetic Knowledge](#)

### Microsoft'15 Internship

Microsoft lab working on multiperson augmented reality, [CNET](#)  
Microsoft Researchers Are Working on Multi-Person Virtual Reality, [MIT Technology Review](#)  
Meet Jaron Lanier's newest HMD research project, the Reality Masher, [Upload VR](#)  
Microsoft Lab Working On 'Comradre' Project For Shared Multi-User Augmented Reality Experience, [Tech Times](#)

### Social Textiles

MIT Invents A Social Network You Can Wear, [Fast Company](#)  
Wear Your Likes on Your Sleeve with These Social Textiles, [The Creators Project](#)  
Social textiles show icebreaking interaction through wearable messages, [Design Boom](#)  
Social Textiles, [Prosthetic Knowledge](#)  
The social network that you can wear, [CNN](#)  
New friends? Let Social Textiles help you, [Next Nature](#)  
Meet Social Textiles, the ice-breaking, wearable social network, [Wearable](#)

### Autoemotive

Feeling glum, happy, aroused? New technology can detect your mood, [CNN](#)  
Empathetic vehicles could predict road rage and calm drivers, [The Sunday Times Driving](#)  
Technology that recognizes your moods, [Think Big](#)  
Winners Data Driven Hackathon, [Ideo](#)

### Miscellaneous

MIT Media Lab's Mediated Matter Example Fast Learning in 3D Printing, [3D Printing Industry](#)  
Exhibition at Sonar 2014 (Qbox, Flexo, Tagme) – International Festival of Progressive Music and Multimedia Arts.