

Academic and Professional Experience

Sept. 2016 – Present	PhD Student at MIT Medialab, <i>Fluid Interfaces</i> Group.
Sept. 2015 – Present	Reviewed papers and notes at CHI, Ubicomp, TEI and Augmented Human. 2018 Program Committee of Late Breaking work at CHI.
June. 2017 – Sept. 2017	Google, Creative Lab NYC. Development of the first AR experiments at Google using ARCore.
Sept. 2016 – May 2017	Co-President VR/AR MIT
June. 2016 – August 2016	Microsoft Research, HoloLens. <i>Mentor: Jaron Lanier</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

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

2017	2017 Scent Innovator Award by CEW (Cosmetic Executive Women)
2016-2018	Winner of the Facebook Graduate Fellowship. Two-year fellowship including payment of tuition and fees for the 2016 and 2017 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

CHI	11 publications. World's premiere conference on Human Factors in Computing Systems (ACM).
UbiComp/ISWC	2 publications. ACM International Joint Conference on Pervasive and Ubiquitous Computing.

TEI	2 publications. Conference on Tangible, Embedded, and Embodied Interaction Proceedings (ACM).
ISMAR	2 publications. IEEE International Symposium on Mixed and Augmented Reality
UIST, DIS, IUI, HRI, CGVR ...	7 publications. ACM/IEEE Conferences related with User Interfaces

Press and Talks

Talks	<p>2017 CEW Achiever Awards. Scent Innovator Talk (around 1000 attendees). NYC, September 15, 2017</p> <p>[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)</p> <p>[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).</p> <p>[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)</p> <p>[Boston University] Image and Video Computing Seminar (April 7th, 2016). From Augmented Reality to Augmented Human (talk)</p> <p>[Harvard Digital Futures Consortium] sIGHTLines (February 11, 2016). Prepare – Discover – Interact. (talk and panelist)</p>
-------	--

Selected Press

"5 Google ARCore Experiments That Inject Magic into Everyday Life", [RoadtoVR](#)

"MIT Gives Us Superpowers (Virtually)", [Fast Company](#)

"PsychicVR turns meditators into heroes", [Nerdist](#)

"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 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](#)

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](#)

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](#)

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.