Daniel Sánchez
Software Engineer

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// OBJECTIVE

I'm a software engineer, data scientist and AI researcher, focused on state of the art software and algorithms research and implementation.

// WORK EXPERIENCE

Malmo University
January 2018 – March 2018

Associate Professor
Professor of computer graphics. I taught base 3D computer graphics algorithms using DirectX. I was also a tutor for last year students thesis projects.

El ranchito
January 2016 – December 2017

R&D Engineer
I was committed in the development of all the core pipeline tools for the studio. Most of them being third-party software (Maya, Nuke, Deadline...). The main technology I used was Python, although C++ was also used

11870
September 2015 – December 2015

Android Developer
I was responsible of updating and implementing features of the 11870 android app.

Ilion Animation Studios
September 2012 – July 2013

R&D Junior Engineer
I was part of the core tools team, providing necesary libraries for the studio pipe-line.

// SKILLS

Creativity

Comunication

Teamwork

Problem solving

Time management

// ADDITIONAL INFORMATION

I have a wide range of knowledge, coming from different professional, educational and personal experiences. I enjoy learning new programming languages, lately I've been playing around with **Haskell** and **Rust**. I'm a **FP**, functional programming, enthusiast. Aditionally I have worked with several other languages as **C++**, Java, C# or Scheme. And last but not least, my mother language and the one I'm more experienced which is **Python**. I've worked with **SQL** and **No-SQL** (Mongo, Redis, Neo4J) databases. I've also used big data tools/frameworks as **Hadoop** or **Spark.**

// EDUCATION

Sep 2016 – Jul 2018
Menendez Pelayo International University
Master in AI research
Learning and data science specialization

Sep 2012 – Jul 2013
U-tad University
Master in video games programming

Sep 2011 – Jun 2016
U-tad University
Software engineering

// HONORS & AWARDS

Spanish graphic computer congress (CEIG), Best paper award for "Muscle Simulation with Extended Position Based Dynamics"
@CEIG, 2018

T3chfest Hackathon winner
@T3chfest, 2015 and 2017