

DANIEL OTERO AVALLE

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WORK EXPERIENCE

Software engineer

Arista Networks

📅 2018 - Present

📍 Dublin, Ireland

Software engineer intern

Andorra Telecom

📅 Summer 2014 & Summer 2015

📍 Andorra la Vella, Andorra

RECENT PERSONAL PROJECTS

🎮 2 hands 1 box: physics based game 📅 2021

Dev'd in Unity for the 2021 GTMK 48 hours game jam with a friend

🔗 play in the browser kek1us.itch.io/2-hands-1-box

🎮 Totzzle: 2D Puzzle game 📅 2021

Dev'd in Unity during spare time for about three months with a friend

🔗 github.com/addja/Totzzle

ACHIEVEMENTS

2D game engine + SNES Zelda remake

Written in C++ 📅 2016 🔗 github.com/addja/Hellda

3D game engine + runner game

Written in C++ 📅 2016

🔗 github.com/addja/keep-running-n-nobody-gets-hurt

Language interpreter to automatically build ATN

Written in Java 📅 2015 🔗 github.com/addja/atnlang

Learning mixtures of product distributions

MSc dissertation Supervised by Dr. Mary Cryan

Distributed locomotion strategies for lattice based modular robots

BSc dissertation Supervised by Dr. Vera Sacristán

Second prize hackathon

Agbar H2O hackathon

📅 March 2015

📍 Barcelona, Spain

TECHNICAL SKILLS

C++

Python

C

C#

Linux

Unity

Git

EDUCATION

🎓 MSc in Computer Science

The University of Edinburgh

Specialization in Theoretical Computer Science

📅 2016 - 2018

📍 Edinburgh, UK

🎓 BSc in Computer Engineering

Universitat Politècnica de Catalunya (UPC)

Specialization in Theoretical Computer Science

📅 2012 - 2016

📍 Barcelona, Spain

LANGUAGES

English



Spanish



Catalan



Galician



French



VOLUNTEERING

Kennel volunteer

Workaway

📅 Summer 2016

📍 Øverbygd, Norway

Horse farm volunteer

Workaway

📅 Summer 2017

📍 Wales, UK