

Daniel Lobo Cuenca

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Fast learner, creative thinker, good team worker, open to new technologies, passionate and involved in virtual reality, skilled in designing user experiences.

#EDUCATION

2007 – 2013 **Computer Engineering**
Average grade: **7.32/10**
Rey Juan Carlos University, Madrid (Spain)

2013 – 2014 **Master in Computer Graphics, Virtual reality and Games**
Rey Juan Carlos University, Madrid (Spain)

2014 – Present **PhD student in Computer Graphics**
MSLab, Rey Juan Carlos University, Madrid (Spain)

#WORK EXPERIENCE

07/2012 – 02/2013 **Intern at ID24, Uppsala (Sweden)**
Supporter and coordinator development team. Member of **innovation** team (ID24 Lab). Developed small projects for **iOS** and **Android**. Tester.

09/2013 – 07/2014 **Research Collaboration Fellowship** at GMRV lab, in Madrid (Spain), Rey Juan Carlos University.

10/2014 – Present **Research Collaboration** in **WEARHAP** project, European project centered in develop wearable haptics solutions.

#SKILLS

- ▶ Programming languages: C++ | 5 years Java | 4 years Python | 1 year
C# | 3 years C | 3 years Javascript | 1 year
- ▶ Real-time engines such as **Unity** and **Unreal**.
- ▶ Skilled in **tracking/capture** systems such as OptiTrack, Leap Motion, Kinect.
- ▶ OpenSceneGraph.
- ▶ Blender.
- ▶ Matlab.

#LANGUAGES

Spanish | 🗣️🗣️🗣️🗣️🗣️ 🗣️🗣️🗣️🗣️🗣️ ✎✎✎✎✎

English | 🗣️🗣️🗣️🗣️ 🗣️🗣️🗣️🗣️ ✎✎✎✎

French | 🗣️🗣️ 🗣️ ✎

#PUBLICATIONS

“Soft Finger Tactile Rendering for Wearable Haptics”, Alvaro Pérez, **Daniel Lobo**, Francesco Chinello, Gabriel Cirio, Monica Malvezzi, José San Martín, Domenico Prattichizzo, and Miguel A. Otaduy. In Proceedings of IEEE World Haptics, 2015, pp. 327 – 332

“Efficient Nonlinear Skin Simulation for Multi-Finger Tactile Rendering” Alvaro Pérez, Gabriel Cirio, **Daniel Lobo**, Francesco Chinello, Domenico Prattichizzo, and Miguel A. Otaduy. In Proceedings of IEEE Haptics Symposium 2016, pp. 155 – 160.

“Optimization-Based Wearable Tactile Rendering”, Alvaro Pérez, **Daniel Lobo**, Francesco Chinello, Gabriel Cirio, Monica Malvezzi, José San Martín, Domenico Prattichizzo, and Miguel A. Otaduy. To appear in IEEE Transactions on Haptics.

OTHER ACHIEVEMENTS

“Demonstration of Soft Finger Tactile Rendering for Wearable Haptics” **Daniel Lobo**, Alvaro Pérez, Francesco Chinello, Gabriel Cirio, Monica Malvezzi, José San Martín, Domenico Prattichizzo, and Miguel A. Otaduy. In IEEE World Haptics, 2015.

Developed video game “Konga!”(2014) in Unity.

Organizer of URJC Technology Fest 2012 and URJC Technology Fest 2013 (Conferences of technology companies) – UACM

Developed video game “LineBreaker” (2012) for Android with randomlce team
Published in Google Play Store (+10K downloads and rating 4,4/5)

