Daniel Lobo

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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.
02/2018 – 05/2018	**Intern** at **Ultrahaptics** (UK), research in multiple haptic rendering methods.

#SKILLS

▶ Programming languages:

C++	5 years	Java	4 years	Python	1 year
C#	4 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

	Listening	Speaking	Writing
Spanish	👂👂👂👂👂	💬💬💬💬💬	✏✏✏✏✏
English	👂👂👂👂	💬💬💬💬	✏✏✏✏
French	👂👂	💬	✏

#PUBLICATIONS

"Soft Hand Simulation for Smooth and Robust Natural Interaction", Mickeal Verschoor, **Daniel Lobo**, and Miguel A. Otaduy. To appear In Proceedings of IEEE VR 2018.

"Proxy-Based Haptic Rendering for Underactuated Haptic Devices", **Daniel Lobo**, Mine Saraç, Mickeal Verschoor, Massimiliano Solazzi, Antonio Frisoli, and Miguel A. Otaduy. In Proceedings of IEEE World Haptics 2017, pp. 48 – 53.

"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.

"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.

"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

OTHER ACHIEVEMENTS

"Demonstration of CLAP: Soft-Hand Simulation Library for Natural Interaction" **Daniel Lobo**, Mickeal Verschoor and Miguel A. Otaduy. In IEEE Haptics Symposium 2018.

Best Student Presentation Award at IEEE World Haptics 2017.

"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 randomIce team
Published in Google Play Store (+10K downloads and rating 4,4/5)