

Daniel Lobo

@ | wolflyllow.com
✉ | daniel.lobo.cuenca@gmail.com
☎ | (+34)650767176
🏠 | C/Betanzos 8, 6ºB. Alcorcón, Madrid 28925 (SPAIN)

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

#EDUCATION

2014 – 2021 **PhD in Computer Science**
MSLab, Universidad Rey Juan Carlos, Madrid (Spain)

2013 – 2014 **Master's degree (MS) in Computer Graphics, Virtual reality and Games**
Universidad Rey Juan Carlos, Madrid (Spain)

2007 – 2013 **Bachelor's degree (BS) in Computer Engineering**
Universidad Rey Juan Carlos, Madrid (Spain)

#WORK EXPERIENCE

06/2019 – Present **Researcher and Developer** in **CLAP** project. Startup incubation, development of product, technology integrations and demos. URJC 

03/2018 – 05/2019 **Researcher** in **TOUCHDESIGN** project, URJC

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

10/2014 – 02/2018 **Researcher** in **WEARHAP** project, European project centered in develop wearable haptics solutions. URJC




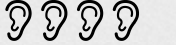


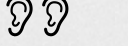


09/2013 – 07/2014 **Research Assistant** at GMRV lab, in Madrid (Spain), Rey Juan Carlos University.

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.

#SKILLS

- ▶ Programming languages: C++ | 8 years Java | 4 years Python | 1 year
C# | 7 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 and Oculus Quest
- ▶ OpenSceneGraph.
- ▶ Blender.
- ▶ Matlab.

#LANGUAGES

Spanish			
English			
French			

#PUBLICATIONS

“Rendering of Constraints with Underactuated Haptic Devices”, **Daniel Lobo**, Miguel A. Otaduy. IEEE Transactions on Haptics 13(4):699 – 708, 2020.

“Soft Hand Simulation for Smooth and Robust Natural Interaction”, Mickeal Verschoor, **Daniel Lobo**, and Miguel A. Otaduy. 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. IEEE Transactions on Haptics 10(2):254 – 264, 2017.

“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

Best Student Presentation Award at IEEE World Haptics 2017.

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

“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)

