github.com/dasilvacontin
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DAVID DA SILVA CONTÍN

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Employment

Software Engineer Intern — **Improbable** — **Summer 2017**

- Performed research and wrote design guides about the challenges that distributed systems bring to player movement, state machines, AI, artificial ecosystems, and organically stable ecosystems.
- Nurtured the company's culture by proactively organizing internal "Learn" events such as a company-wide game jam, giving a talk about programatic/urban art to the design team, and introducing coworkers to VR.
- Engaged with the community through Twitter and forums. Referred as that "amazing intern that solved our problems".

Organiser and Lead Designer — **Hackers@UPC** — **Spring 2015 - Present**

- Kickstarted our regular HackNight, a weekly event to work on projects and learn together.
- Designed the brand, logos, website, and swag for KairosHacks, HackUPC 2016S, and HackUPC 2016F.

Front-end Developer — **Toggl** — **March 2015 - March 2016**

- Introduced and promoted ChatOps. Automated several recurring tasks via git hooks and Hubot commands.
- Stopped A/B test development from being highly error-prone by building a developer-friendly library that works around requirement mismatches detected in proactive research.
- Improved developer experience by centralizing our knowledge base, adding linters, and performing thorough code reviews. "I learned more in a week than in 7 months at my last job, and it was mostly because of your reviews".
- Participated in the design and coding of the Notifications overhaul. Fixed multiple XSS vulnerabilities.

Course Teacher and Former President — **VGAFIB** — **June 2013 - Present**

- Recurrent course about "Multiplayer Online Game Development using Node.js" at UPC BarcelonaTech.
- I teach lessons covering: JS ES6, Node.js, CI, CD, game development, P2P vs centralized, (non)authoritative servers, dead-reckoning, lock-stepping, rollback, agreed input delay, clock syncing, distributed systems.

Projects and Open Source

- #artpluscode - series of programmatic art experiments.
- 1st Prize, PennApps 2015 (~1400 participants): LifeSaber - Product Design for watch app that guides users through correct CPR, automatically calls 9-1-1, and instructs nearby app users to bring defibrillators.
- 2nd Prize, HackMed 2018: DementiaCare – Product Design for a platform that optimizes caretakers' work, which allows more dementia patients to return to their homes, improving their life quality.
- StartHack 2016: EscapeRoom – Exploring and prototyping new interactions in videogames using devices such as an eye tracker, a Leap Motion, and a secondary touch display.
- LudumPad - Open Source library for using mobile devices as external game controllers.
- Mocha (Core Member) - Most popular JS test framework, with over 100,000 dependent public projects. 8M monthly downloads. I've reviewed ~130 PRs. Together with the core team I make decisions about Mocha's future.
- Kipos - Unfinished iOS game with no marketing but over 80k downloads and a 4.5/5 rating average.
- AG-Drift – multiplayer online racing game for the browser. Minimized network usage by running deterministic simulations that get synced by broadcasting input events only.

Education

Barcelona, Spain — **Open University of Catalonia** — **Spring 2016 - Summer 2019**

- Undergraduate Coursework: Artificial Intelligence, "Automata, Grammars, and Languages", Compilers, Cryptography, Database Architecture, Distributed Systems, Project Management, Statistics, Machine Learning.

Barcelona, Spain — **Polytechnic University of Barcelona** — **Fall 2012 – Summer 2014**

- Undergraduate Coursework: Physics; Interaction and Interface Design; Databases; Computer Interfacing; Data Structures and Algorithms; Operating Systems.