Ana Florencia Salatino

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PROFILE

Flor Salatino is a Multimedia Engineer. She has experience as a front end developer and has worked as a researcher at Seamless Interaction Group Area (*Grup de Recerca en tecnologies Média*) - La Salle Campus BCN. Nowadays she is working at Minushu as Unity developer.

She is interested in technology, art and interaction. That's why she would like to explore how these three aspects can be merged.

Curious about the world that surrounds her she enjoys learning new things everyday. That's why she loves to work in multidisciplinary teams and in different projects that forces her to do research and investigate in order to achieve a goal.

STUDIES

11/2016
Artificial vision and performance course
Hangar, Barcelona

09/2012 - 05/2016.
Multimedia Engineering Degree.
La Salle, Universidad Ramon Lull, Barcelona.

CCNA1 course at La Salle BCN
CISCO well known centre.

90 hours course of 3DMax at Salle BCN
AUTODESK well known centre.

EXPERIENCE

10/2016 - Currtenly.
Minushu
Unity developer
She is responsible of the implementation of the Nushu AR app. She is focus on the UI.
She is in charge of all the technical aspects of the company and also responsible of the
cordination between the technical and editorial teams.

10/2015 - 10/2016.
Enginyeria i Arquitectura la Salle BCN
Grup de Recerca en Tecnologies Mèdia , Seamless Interaction Area .
Explore different techniques that are used in arts with the purpose of applying them to technology.
Explore with different materials, electronical components, etc.
Brainstorming in group after exploring to create an interactive installation.
Development and implementation of a interactive installation.
Study the relationship between art and technology.

06/2015 - 09/2015.
Parlam Software S.A.
Internship as Front End Developer
Online training on AngularJS
Understand the project that the company has and the creation of the new project.
Create the basic structure of a web app using Gulp and BowerJS.
Investigate the best way to do web testing.
Create tests for the web app.

10/2014 - 05/2015.
Enginyeria i Arquitectura la Salle BCN
Security and Networking Area: R&D.
Research about distributed databases.
Adapt a web app project from NetBeans to Eclipse.
Redesign the web app.
Adapt the web app to the new design.

SKILLS

Technical knwoledge
High: web development, unity development
Medium: image processing, databases, prototyping, user experience and usability, photography, design, video editing, video production
Basic: audio and speech processing, signal processing, networking

Programming languages
High: Javascript
Medium: C#, Java, HTML, CSS, PHP, SQL
Basic: C ,C++, Flash (ActionScript3), Objective-C

Environments
High: Unity, Arduino, Processing
Medium: 3ds Max, Eclipse, Matlab, Wordpress
Basic: Xcode, OpenGL, Visual Studio, PHPStorm

Tools & Others
High: Illustrator, Adobe Premiere, Adobe After Effects
Medium: Photoshop, Star UML, Vuforia, Google Cardboard
Basic: Source Tree, Git, Amazon Web Services

LANGUAGES

SPANISH: Native.

CATALAN: Fluent.

ENGLISH: Upper intermediate

OTHERS

Participant at Sónar Innovation Challenge - Sonar+D 2018
Selected to take part in the challenge proposed by Alpha (Telefónica). We discuss about the future of education.

Participant at the developer hackaton Imagine Creative Center 2017
Participatant at a hachaton of 2 hours. They selected only one developer to participate at Imagine Express 2017.

Participant at Sónar+D 2016 - Marketlab
Present the art installation 'Beat as One' created at La Salle BCN - Universitat Ramon LLull.

Finalist at EU Mobile Challenge 2014-2015
Mobile app idea contest. Participate with the app "Connect3D".