

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 Mèdia*) - 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 - Currently.

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

coordination 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 knowledge

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

Finalist at EU Mobile Challenge 2014-2015

Mobile app idea contest. Participate with the app "Connect3D".

Participant at Sónar+D 2016 - Marketlab

Present the art installation 'Beat as One' created at La Salle BCN - Universitat Ramon LLull.

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.