Felipe Erias

Email:	*felipeerias@gmail.com*
Phone (Japan):	+81 70 7529 2621
Residence:	Kyoto, Japan
Nationality:	Spanish (Japanese work permit)
Portfolio:	*https://darker.ink/portfolio*
LinkedIn:	*https://www.linkedin.com/in/felipeerias*

Current

Chromium project

Contributor. From January 2020.

Implemented the CSS property `scrollbar-gutter`, which provides more control over how layouts respond to the presence/absence of scrollbars. This required significant changes to the layout system and extensive testing, as well as collaboration with the W3C CSS group to evolve the specification. Previously worked on exploring support for richer colors, printing Japanese page sizes, and others.

University of Kyoto – CSEAS

Affiliated researcher. From October 2019.

Previous Experience

Terranet AB (LUND, SWEDEN)

R&D Software Engineer, Designer. 2015—2019

- **Development of a direct connectivity framework**

  Android framework for device-to-device networks (integrating WiFi Aware, WiFi Direct, BLE, etc.)
- **Design and development of mobile apps using device-to-device connectivity**
  - MeshPresenter: device-to-device sharing of slides, photos and real-time drawings
  - AwareBeam: quickly share very large files with a simple tap using NFC and Wi-Fi Aware
  - AwareTester: discover and connect to other devices using Wi-Fi Aware, play with friends

  Talk at FOSDEM (Brussels, Belgium, 2019): *"Mobile design with device-to-device networks"* (video)
- **Development of several other apps for Terranet AB and external customers**

IGALIA SL (A CORUÑA, SPAIN)

Software Engineer, Junior Parter. 2007—2014

- **Expert engineer consultant for Endless Mobile** (San Francisco, USA; 2013–2014)

  Different apps and libraries of an OS for educational computers, based on Linux and GNOME.
- **Expert engineer consultant for Nokia** (Helsinki, Finland; 2007–2011)

  App manager, email and music apps for the Nokia N800, N810. (2007–2008))

  Input methods and physical/virtual keyboards for the Nokia N900. (2009)

  MeeGo Touch, the UI library for the Nokia apps in the Nokia N9 phone. (2011)
- **Other projects**

  Research grant: design and development of Android mediacenter for TV and mobile. (2012-2013)

Education

Master in Interaction Design (2014–2015)

University of Malmö, Sweden. One academic year.

Thesis: *"Emergent IoT configurations for same-place collaboration"*

Supervised by Jonas Löwgren in collaboration with Terranet AB

MSc. in Human-Centred Interactive Technologies (2009–2010)

University of York, UK. One academic year.

Graduated with distinction.

Thesis: *"Design and evaluation of an interface for finding and opening documents"*

Supervised by Alistair Edwards.

Informatics Engineering (2000–2006)

University of A Coruña, Spain. Five academic years plus thesis.

Including an Erasmus stay at the University of Stuttgart, Germany (2005–2006).

Thesis: *"Compilation of BPEL conditions & assign activities into Java code"* at University of Stuttgart.

Supervised by Dieter Roller.

7-month internship at IBM Deutschland GmbH. (2006–2007).

Skills

Programming languages: C, C++, Java, Kotlin, JavaScript, Python, etc.

UI Toolkits: GTK+, Qt, Android, OpenGL, Skia, OpenFrameworks

Operating Systems: GNU/Linux (desktop and mobile), Android (phone, TV)

Embedded: Arduino, embedded GNU/Linux (Maemo, MeeGo), test and optimization

Data Analysis: Octave, Matlab, statistics, machine learning, neural networks, etc.

Design: research, UI and UX design, interaction design, prototyping, user testing, documentation, etc.

Creative: interactive installations, movement tracking, embodied interaction, etc.

Web: HTML, CSS, JavaScript, React, Django, PHP, etc.

Graphic Design: Adobe XD, Inkscape, GIMP, etc.

Communication: fluent technical and academical writing in English; experienced public speaker

Languages:
- **English**: fluent business level communication; CEFR C1 level (Cambridge CAE, TOEFL)
- **Japanese**: currently taking classes at the University of Kyoto
- **German**: CEFR A2 level
- **Spanish**: Native
- **Galician**/**Portuguese**: Native

Throughout my career, I have worked on many different projects for mobile and desktop systems, both as a Software Engineer and as an Interaction Designer.

Across this experience, two things have remained constant. First, the will to push the boundaries of what technology can do to help people achieve the goals that really matter to them. Second, a very high standard of quality and care, so both colleagues and users can rely on my work with confidence.

Please see my portfolio of past projects at *https://darker.ink/portfolio* to know more.