

Felipe Erias

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Current

Erias Co., Ltd. (KYOTO, JAPAN)

Representative partner. Since January 2022.

- Development of new features for the [Chromium platform](#)

Chromium is the foundation of Google's popular Chrome browser. I have worked on new features such as the CSS property [scrollbar-gutter](#), the [CSS Scrollbars](#) spec, support for richer colors, printing Japanese page sizes, and others.

- Development of the [WebKit platform](#)

WebKit is the foundation of Apple's Safari browser, among others. I have worked on improving its stability and conformance with several Web standards.

- Web standards elaboration

I have worked on the creation and adoption of several different industrial standards at the [W3C](#) and [IETF](#), two major international standards organisations.

- Previously working on this area as a freelance (January 2021 to January 2022)

Previous Experience

[Terranet AB](#) (LUND, SWEDEN)

R&D Software Engineer, Designer. From July 2015 to February 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. From May 2007 to October 2014.

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

Different apps and libraries for educational computers (based on GNU/Linux and GNOME).

- Expert engineer consultant for [Nokia](#) (Helsinki, Finland; 2007–2011)

Libraries and applications for a series of Nokia devices: N770, N810, Nokia N900, and N9.

- Research grant: Android multimedia (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.