

Claudia Daudén Roquet

I am a creative technologist focused on HCI, and I'd like to keep learning about cognitive and affective computing. I believe that relationships between humans and technology will be growing during the following years and we should think outside the box to make them more helpful, intuitive and fun. I'm curious about how the future will look like and I'd love to help build it!

EDUCATION

2016 - 2017

MSC IN COGNITIVE SYSTEMS AND INTERACTIVE MEDIA

Universitat Pompeu Fabra Barcelona

2011 - 2016

BACHELOR IN MULTIMEDIA ENGINEERING

La Salle Barcelona, Universitat Ram3n Llull

(High Honors in the final thesis)

RESEARCH EXPERIENCE

OCT 2016 – Curr.

RESEARCH ASSISTANT – CMTech Lab, Universitat Pompeu Fabra Barcelona

- + Development of the master's final thesis investigating the physiological effects of socialization in a full body interaction virtual environment in children with autism.
- + Design of the experimental protocol, investigation of the best placement for biosignal sensors and analysis of the outcome to find a pattern in the anxiety level in social initiation moments.
- + *Supervisors:* Ciera Crowell, Dr. Narcís Parés

AUG – DEC 2015

UNDERGRADUATE RESEARCH ASSISTANT – University of Colorado at Boulder

- + Design of innovative 3D printing techniques to facilitate the creation of interactive figures, "3D Folded Printgami" project published in DIS 2016.
- + Technology instructor for Elementary School children and 'Girls Who Code'.
- + *Supervisors:* Jeeun Kim, Dr. Tom Yeh

EMPLOYMENT

JAN – JULY 2016

CREATIVE TECHNOLOGIST INTERN – Xavi's Lab, Glassworks Barcelona

- + Design and creation of interactive applications with OpenFrameworks (C++).

SEP 2014 – JUN 2015

MULTIMEDIA PROGRAMMER – MasQueLearning

- + Development of e-learning and storytelling courses with web technology.

PUBLICATIONS

2016

"3D FOLDED PRINTGAMI", DIS 2016

Daudén Roquet, C., Kim, J., & Yeh, T. (2016, June). 3D Folded PrintGami: Transforming Passive 3D Printed Objects to Interactive by Inserted Paper Origami Circuits. In Proceedings of the 2016 ACM Conference on Designing Interactive Systems (pp. 187-191). ACM.
doi: 10.1145/2901790.2901891

AWARDS

2017

INNOVATION CHALLENGER @ SONAR+D BARCELONA

Project: "Affective technologies ♥ shared music experiences"
Mentors: Teosto Futures Lab, The nemo project, PLUX Wireless Biosignals

2016

CATALUNYA-LA PEDRERA SCOLARSHIP

Scholarship for the master tuition fees, for academic cv and research focus.

2016

BRONZE IN INNOVATION AT CANNES LIONS FESTIVAL

With the app *UntyPIC*, developed with Xavi's Lab for The Cyranos McCann.

2015

BALSELLS MOBILITY PROGRAM

Travel fellowship to conduct the bachelor's final project at University of Colorado Boulder, USA.

SKILLS

LANGUAGES

SPANISH (Native), **CATALAN** (Native), **ENGLISH** (CAE, C1), **GERMAN** (A2)

PROGRAMMING

C++, **PYTHON**, **WEKA**, **JAVA**, **HTML**, **JS**, **CSS**, **PHP**, **MATLAB**

LIBRARIES&PLATFORMS

OPENFRAMEWORKS, **PLUX**, **PROCESSING**, **ARDUINO**, **UNITY**, **ADOBE**

OTHER

INTERACTION DESIGN, **EMBODIED COGNITION**, **AFFECTIVE COMPUTING**,
VIRTUAL REALITY, **MACHINE LEARNING**, **COMMUNICATION**

VOLUNTEERING

JAN 2017 – Curr.

SUPPORT TEACHER AT THE NGO CARITAS

Support teacher for children at risk of social exclusion in my town, Cardedeu.

INTERESTS

TRAVELING, **TECHNOLOGY**, **HIKING**, **YOGA**