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# MARC ESTRUCH TENA

## EDUCATION

### Carnegie Mellon University

School of Computer Science  
Master of Human-Computer Interaction  
2016 - 2017  
Pittsburgh, PA  
GPA: 3.86/4.00

### La Salle BCN

School of Computer Science  
B.S. in Multimedia Engineering  
2008 - 2012  
Barcelona, Spain  
GPA: 7.63/10.00

## SKILLS

3D print prototype	Rapid Prototyping
Contextual Inquiry	Sketching
Customer Journey	Storyboarding
Heuristic Evaluation	Survey
Laser Cutting	Think-Aloud
Paper Prototyping	Wireframing
Personas	

### Programming Languages

Android	JavaScript
Android JNI	Java
C++	Objective-C
CSS	Python
HTML	Swift

## TOOLS

Adobe Suite CC	Sketch
Android Studio	InVision
Arduino	Visual Studio
Laser Cutting	Xcode
Qt	3D Printer

## LANGUAGES

Catalan (native)  
English (fluent)  
Spanish (native)

## PROFESSIONAL EXPERIENCE

### PM and Tech Prototyping Lead at MHCI Capstone (Client Roche)

January 2017 - now

Pittsburgh, PA

A seven-month project aimed to improve the experience of oncologists on decision making for treatments as well as interacting with patients. Master's project at CMU.

- PM during the first half of the project and Tech Prototyping Lead on the second half.
- Manage a cross-disciplinary team of four fellow CMU master students.
- Decide on technology that can be used for the project and high-fidelity prototyping.

### Chief Product Officer at FacioMetrics LLC (Acquired by Facebook)

May 2015 - July 2016

Pittsburgh, PA

Company with state of the art technology for facial feature recognition, facial emotions detection and facial attributes detection that could be used on smartphones in realtime.

- Led design experience of the website and mobile apps.
- Main developer of apps for Android and iOS, along with company's website.
- User research prototypes to test different algorithms and data collection.

### Research Associate at Carnegie Mellon University

July 2012 - July 2016

Pittsburgh, PA

Research projects at the Human Sensing Laboratory (Robotics Institute) using C++ and OpenCV. Computer Vision laboratory focused on Facial Feature detection.

- Main experience designer of the website and mobile apps.
- Led development of apps for iOS, along with developing websites to share software.
- Helped conduct user data collection and clean data to improve algorithms.
- Help improve the data collection methods.

## SELECTED PROJECTS

### SwapMe by FacioMetrics

2016

(Removed from the AppStore after Facebook acquisition)

SwapMe was a photorealistic and 100% automatic face swapping application that was capable of preserving the face expression.

- Low and high fidelity wireframing app design. Designed all assets for the app.
- Code of the app interaction and logic.
- User test of the app. Tested different types of interaction for best performance.

### FacioEngine

2015 - 2016

<http://www.faciometrics.com/>

SDK from FacioMetrics. Written in C++ and capable of facial feature detection, along with emotion detection and facial attributes detection in realtime.

- Coded basic apps to showcase the technology for Android, iOS and MacOS.
- Test code performance. Test robustness of the algorithms.
- Created the company's license server to distribute the SDK connected online.