Degrees

+ 2006-2014. Degree of Architect. Placed within level 7 (Bachelor + Máster) of the European Qualifications Framework (EQF). Las Palmas de Gran Canaria University (ULPGC). Las Palmas de Gran Canaria, Spain.

Final Project. Hotel HUB in Cartagena, Chile: <u>https://ludicrous.es/portfolio-item/hub-autoproduccion/</u>

Other education and expertise

+ 2019/Sep/17 Master in Gamification and Transmedia Storytelling (750h). Innovation & Entrepreneurship Business School. Barcelona, Spain.

Final Project. Urbánimas: <u>https://ludicrous.es/portfolio-item/urbanimas/</u>

+ 2017/May/09 Innovation Manager (40h). Las Palmas de Gran Canaria University (ULPGC). Las Palmas de Gran Canaria, Spain.

+ 2017/Apr/09 Architectural digital drawing. (30h). Studio Agraph. Valencia, Spain.

+ 2017/Mar/28 Innovation Promoter (20h). Las Palmas de Gran Canaria University (ULPGC). Las Palmas de Gran Canaria, Spain.

Language skills

- + Spanish: Native language.
- + English: Fluent (IELTS Score 7.5. Level C1.)

Current employment

+ Since 2017/Aug. Junior architect Collaborator at Crystalzoo Arquitectura. Alicante, Spain.

https://www.crystalzoo.net/

As a Junior Architect, my responsibilities extend across all project phases focusing particularly on the early design stages, such as initial sketches, developing design concepts, 3D modeling, and visualizing ideas for client communication. I also assist in the development of technical documentation when needed.

Secondary occupations:

- + Freelance Illustrator: <u>http://ludicrous.es/star_boerboom/</u>
- + 2021/May. Freelance Gamification designer.
 - + Professional/personal gamification projects and workshops: <u>http://ludicrous.es/</u>

Previous work experience

+ 2021/Feb to 2023/Jun. Gamification Collaborator in Ciudad de la Sombra:_

https://ciudaddelasombra.net/

+ 2017/May to 2017/Jun. Associate Junior Architect at PlayStudio. Alicante, Spain. https://playstudio.es/

+ 2016/Jan to 2017/Feb. Freelance Architect. Barcelona, Spain.

Teaching merits

+ 2017. Research Group Architectural Projects: Critical Pedagogies, Ecological Policies and Material Practices. (60 teaching hours). Alicante University (UA).

+ 2014/Feb. Walkpex/ International Workshop on Experimental Projects. (45 teaching hours). Las Palmas de Gran Canaria University (ULPGC).

Awards and honours

+ 2022/Apr. Shortlisted 'Drawing of the year 2021' for Cosmomagic turbodrawing. Archisource. https://ludicrous.es/portfolio-item/inktober-2021

+ 2017/ 'Europan 14' Winning Team. 3L's for Liesing. Europan Europe. https://www.europan-europe.eu/en/exchanges/3-L-s-for-Liesing

Software skills

- + Very strong skills in 3d modelling software like Rhino and Blender.
- + High proficiency in Adobe Suite.
- + Proficiency with Cad software.
- + Basic knowledge of Python and JavaScript.

Societal impact and other merits

+ 2023/Dic. Illustration of Solidarity Book by MAPFRE Foundation and University of Las Palmas, aimed at publishing children's stories for charitable purposes. Title: 'The Statue of Many Colours', Las Palmas de Gran Canaria, Spain. <u>https://www.fundacionmapfrecanarias.org/publicaciones/colecciones/cuentos-solidarios/</u>

+ 2023/Nov. Workshops: Juegos a la Gorra (games exchanging) with Miguel Manzano, Circus National Convention, Chile.

+ 2023/Nov. Conversations about circus pedagogies with Miguel Manzano. Circus National Convention, Chile.

+ 2023/Nov. Lecture: Gamification: Games and its aplications to pedagogical innovation in mathematics. University of Valparaíso, Institute of Mathematics, Chile.

+ 2021/Nov and 2022/May. Gamification designer in JUGAXATA 1st and 2nd Experimental congress about the importance of play. Organized by Ciudad de la Sombra. Alicante, Spain. <u>https://jugaxata.ciudaddelasombra.net/</u>

+ 2022/Apr. Gamified conference in Altra Risorsa, Italian Social Circus 6th International Convention. Find the game. Instruments of gamification. Organized by Altro Circo. Foligno, Italy. https://www.altrocirco.it/programma-altra-risorsa-2022/

+ 2020. Playable visits to Museum of Contemporary Art of Alicante. LIDEMYVA. MACA Alicante, Spain. <u>http://ludicrous.es/portfolio-item/lidemyva/</u>

+ 2018/Oct. Gamification designer in Fluid Studying. Multidisciplnary conferences about Entropy and Syntropy. Bologne, Italy.

+ 2016. Co-founder of Aplatanarq Collective. Local collective of young architects for social architecture in Las Palmas de Gran Canaria, Spain. Contributing with urban interventions like Urban Livingrooms with presence in the local press. <u>http://aplatanarq.blogspot.com/</u>