



**Enrique  
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April 4, 1974

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Salamanca

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## Academic training

### **Doctor in applied information technology (cum laude)**

European University

### **Official Master High School Teacher in Computer Science**

Universidad Francisco de Vitoria

### **Superior Computer Engineering**

Universidad Francisco de Vitoria

### **Technical Engineering in Computer Systems**

Pontifical University of Salamanca

## Professional experience

### *Currently*

#### **Analyst, responsible for Innovation (Presto) and head of 3D project - BIM (Cost-it, Open IFC) and AI**

RIB Software previously Soft SA

#### **Facilitator and consultant**

MKW Surfaces (United Kingdom)

### *Previously and other projects*

#### **Game developer (IA) and project manager (PC Football, AlfilChess and others)**

Dinamic Multimedia SA

#### **Consultant and responsible for game development**

Hollywood Publishing

#### **Video game developer Artificial Intelligence (AI Game Developer: Chessaria)**

Pixel-wizards

#### **Project Manager and developer of ZoneTuner (completions optimization AI software)**

Cordax (United States)

#### **Director of innovation and strategic projects**

Global Security Institute

#### **Facilitator and consultant massive online course (MOOC).**

European University

#### **Web developer (geltechlabs, voastones, torbesltd, ...)**

Autana Oilfield Services Inc.

#### **Researcher TTO**

Pedagogical Research Project: CAGIE C + C. European university.

#### **Reviewer of scientific journals**

Research in Learning Technology (ISSN: 2156-7069)

Information Resources Management Journal (ISSN: 1040-1628)

3Ciencias ICT (ISSN: 2254-6529)

Opening of educational innovation magazine (ISSN: 1665-6180)

Computer Assisted Language Learning (ISSN: 1744-3210)

Journal of Information Technology Research (ISSN: 1938-7857)

#### **Trainer, consultant, and developer CRM in PHP**

ParaProfesionales.com

#### **Project manager of the online education platform Educouses.net (MOOC3.com)**

Yorktown University INC.

#### **Project Manager 3D engine (Triod Viewer for x3d)**

2rTec Houston

#### **Java for forming high-tech companies.**

SH-Indexes

#### **Java trainer for college students**

Arian Academy

#### **Head of Management Information Systems**

Ong AESCO

## Publications

#### **Peer review experiences for MOOC, ISSN: 1732-6729**

The New Educational Review (SJR: Q3)

#### **Comparisons of young people's educational aspirations on MOOC, ISSN: 0975-587X**

Global Journal of Human-Social Science

#### **Automated assessment of free text questions for MOOC using regular expressions, ISSN: 1040-1628**

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**Randomness in the evaluation of MOOC**, ISSN: 2254-6529

ICT 3C

**Classification means assessment in MOOC**, ISSN: 1135-9250

Electronic magazine of educational technology (CIRC: C)

**Motivation in online mass education.**, ISSN: 2013-9144

Digital Education Review (SJR: Q2)

**AppInventor: mobile programming.**, ISSN: 1579-1149

The corner of science

**MOOC: Actual Results**, ISSN: 1887-1542

Open Education Europe; Journal of Virtual Education

**Training in security and defence challenges and new technologies**, ISBN: 9788494058325

II National Congress of R & D in Defence and Security

**The p2p assessment tasks on continuity in a MOOC**, ISBN: 978-84-95433-66-4

XI International Conference on University Innovation. (European University)

**What should have a MOOC?** ISBN: 978-84-686-4344-1

Ubiquitous and Social Learning with ICT: Days collaboration and training

**Some experiences, three keys and a proposal to integrate the BIM model and budget**, ISBN: 978-

84-9048-064-9

2013 International Congress EUBIM

**Triple integral: BIM, time, cost**, ISBN: 978-84-9048-234-6

2014 International Congress EUBIM

**Java Manual (ISBN-10: 1470984423 / ISBN-13: 978-1470984427)**

**Evaluation in massive online courses, analysis, and classification of instruments** (European

University. Doctoral thesis)

## Taught courses and lectures

**Conference in II Chess Festival Salamanca (Computational Chess)**

Salamanca University (face)

**Chess MOOC (AI)**

Salamanca University (online)

**Workshop Unity3D**

European University (face)

**Compilers Flex and Bison**

European University (face)

**Workshop to create massive online courses.**

X International Conference on University Innovation (European University) (face)

**Design, organization and evaluation of video games and gamification (1st and 2nd edition)**

**Law and Social Networks**

**Innovation and entrepreneurship**

European University (MiriadaX) (online)

**Cryptography and cryptanalysis, introduction**

Global Security Institute (online)

**Training in defense and security**

II Congress of R & D in security and defence. Saragossa. Military school (Paper)

**The P2P assessment tasks on continuity in a MOOC**

XI International Conference on University Innovation (European University) (Paper)

**Massive Open Online Courses**

eLearning OpenExpo (paper)

**What should have a MOOC?**

Congress USATIC (University of Zaragoza) on-line

**International Congress BIM.**

EUBIM 2013 and 2014. (Valencia) (shared presentation)

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## Games and applications made.

### Zonetuner (completions optimization software using AI)

Cordax

### Play.Mainchess (multitenant chess platform online)

mainchess.com

### Chessaria engine (unity3D chess game on Steam)

PixelWizards

### Online education platform (mooc3.com)

Yorktown University INC

### Total Chess, Alfichess 1.0 and 2.2 (ISBN: 2910008358042)

Hollywood Publishing

### PcFutbol, PCCalcio, PCPremier, PCArgentina, etc.

Dinamic Multimedia SA

### Android Alfil, 902? No, thanks to Android (AppInventor)

Android Market (Google)

### U-MOOC, learning platform for massive courses online (u-mooc.appspot.com)

### Triod Viewer, 3D visualization engine for VRML and X3D

2rTec Houston

### AI engine for Alfichess chess (ELO: +2900)

Alfichess.com

## Knowledge areas

### AI

Extensive AI experience in neural network development, generative AI techniques, and optimizing chess programs. Skilled in applying neural networks and machine learning algorithms to improve performance. Strong research background in generative AI for education and pedagogy. Video game

Extensive experience in 2D and 3D (OpenGL, DirectX, and other engines) development.

### C / C ++ / C # / Phyton / Vue / ...

More than 25 years of experience in C / C ++ (Windows / Linux / Android), C #, Java, etc. Extensive experience in IT Security, networks, and artificial intelligence

### Java

Teaching and experience in mobile application development

### Architecture

Development of CAD and BIM applications (AutoCad, Revit, Allplan, etc.)

### Teaching program

Experience teaching and development AppInventor, Scratch, Code.org etc.

## Others

### Chess Trainer (Castilla y Leon)

**English** - Certificate B2 (Inter-Com Inglés SA), Certificate B1 (Universidad Complutense)

**sports technician** entitled - Judo (Teaching experience in self-defence, judo and jiu-jitsu)

**DAN** (High Level Athlete) - Sports Council (BOE-A-2013-13681)

### Courses

**Developing Windows Azure and Web Services** (20487D – Microsoft)

**Security Architect Specialist** (Schneider Electric Energy Management)

**Statistic analysis of data with R** (MiriadaX)

**Marketing for high-tech companies**, Master unofficially. (UP Salamanca)

**Good Practice with Intel** (Intel Corporation)

**Multi-core processors are changing the rules of Software Development** (Intel Corporation)

**Statistical data analysis with R** (University of Murcia C., MiriadaX)

**The teaching program components and implementation** (Rey Juan Carlos University)

**cooperative learning teaching strategies in the classroom** (Oviedo University)

**Coaching for teachers, development of educational psychology skills in the classroom** (Oviedo University)