IVAN PEREZ

CONTACT

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in ivanperezdominguez

EDUCATION

Ph.D. Computer Science
UoN, UK, 2017

MSc. Computational Logic
UPM, Spain, 2009

Eng. Computer Science
UPM, Spain, 2008

LANGUAGES

Fluent English, Spanish, Galician

Adv. Portuguese

Interm. Italian, Ukrainian

AWARDS

DARPA Research Award
$193K, Co-PI

ACM SIGPLAN PAC
2015-2019

UON VC Scholarship
Research Excellence
2013-2017

PUBLICATIONS

33 publications, including 28 peer-reviewed papers, 5 journal papers, and 3 NASA TMs.

PRESENTATIONS

56 presentations, including 3 keynotes, 14 invited lectures, and 4 paid presentations.

CERTIFICATIONS

DIVER OWD

SKYDIVER AFF

WORK PERMITS

USA Green Card (LPR) / No restrictions

EU/EEA Citizen / No restrictions

WORK EXPERIENCE

PRINCIPAL COMPUTER ENGINEER / NASA CONTRACTOR
KBR Wyle, USA   2022-Present

- Full-time contractor assigned to NASA ARC, researching runtime monitoring, verification for robotics and aerospace.
- Software Lead of NASA's Lunar C2 Interoperability Project (LuCCI).
- Technical Lead of Copilot and NASA Ogma (NPR7150.2).
- Conference organization (IEEE SMC-IT, Open Source for Space).

SENIOR RESEARCH SCIENTIST / NASA CONTRACTOR
National Institute of Aerospace, USA   2018-2022

- Full-time contractor assigned to NASA LaRC, researching runtime monitoring, requirements elicitation, satellite collision avoidance, with NASA ARC, AFRL, Rockwell Collins.
- Technical Lead of open-source runtime monitoring frameworks for flight systems Copilot (Class D / 7150.2C) and NASA Ogma.
- Co-PI of DARPA-funded project on category theory for engineering.
- Conference organization (IEEE SMC-IT, NASA Formal Methods).
- Promoted 3 times during tenure.

TEACHING ASSISTANT (Part-time)
University of Nottingham, UK   2014-2016

- Marking and lab assistance for 3 subjects, one as Head TA.

FOUNDER / SOFTWARE ARCHITECT / DIRECTOR
Keera Studios Ltd, UK   2013-2017

- Lead developer of multiple Haskell apps, games and development tools, including the 1st mobile Haskell game in the world.

RESEARCHER / DOCTORAL CANDIDATE
University of Twente, The Netherlands   2013-2013

- Investigated abstractions to model cyber-physical systems.

RESEARCH ASSISTANT (Part-time)
High Performance Computing Center (HLRS), Germany   2012-2012

- Created supercomputer OS simulator GUI for EC-funded project.

CONSULTANT / SOFTWARE DEVELOPER
Self-employed, Spain / UK   2011-2013

- Created development tools, frameworks, game engines, IDEs and apps in Haskell, Prolog, Idris, Scala, Java, C.

RESEARCHER
IMDEA Software Institute, Spain   2007-2009

- Formalised compositional web apps using Description Logics, as part of project funded Ministry of Industry.

RESEARCH ASSOCIATE (Part-time)
BABEL Research Group - UPM, Spain   2003-2010

- Developed a parser generator targeting Java and Haskell.