

IVAN PEREZ

CONTACT

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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

32 publications, including 27 peer-reviewed papers, 5 journal papers, and 3 NASA TMs.

PRESENTATIONS

54 presentations, including 3 keynotes, 13 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

SENIOR 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.