

PABLO MORENO-GER

(www.moreno-ger.com)

Computer Science Studies, Complutense University of Madrid,
C/Prof. José García Santesmasas 28040 Madrid –Spain

pablom@fdi.ucm.es
(+34) 654 210 919

Education

Engineering degree in Computer Science: Complutense University of Madrid (Top 5 %).

Graduation thesis “Development of a Learning Management System using IMS Standards” awarded *summa cum laude* by the evaluating committee.

PhD. in Computer Engineering: Department of Software Engineering and Artificial Intelligence (Complutense University of Madrid), 2007. Doctoral thesis “*A Documental Approach for the Creation and Deployment of Educational Videogames in Virtual Learning Environments*” awarded *summa cum laude* by the evaluating committee.

Research Interests

Game-based Learning: Games in Education. Learning by doing. Educational game design. Mobile games for education.

Director of the <e-Adventure> project. (<http://e-adventure.e-ucm.es>)

Alternative approaches to e-learning: Training processes based in interactive simulations. Integration of game-based learning in standards-compliant LMS.

e-Learning: Standardization processes in web-based learning; Open-source learning platforms. Interoperability of learning content. Application of XML technologies to e-learning

Research Experience

2005-Today: Researcher in the <e-UCM> research group (<http://www.e-ucm.es>):

Research in the field of game-based learning + e-learning; Immersive alternatives to standard web-based learning. Promoter of development projects related to the introduction of videogames in the educational processes and environments.

2003-2004: Research Grant awarded by the Spanish Department of Science and Education:

Collaboration with the <e-Aula> research group. Participant in the design and development of the <e-Aula> Learning Management System, a research platform for the evaluation of IMS standards.

2002-2004: Research grant awarded by the Complutense University of Madrid:

Researcher in the field of e-learning standards (IMS) and XML technologies. Developer of web applications under the J2EE platform.

Teaching Experience

2008-Today: Faculty member in the Department of Software Engineering and Artificial Intelligence at Complutense University of Madrid

2004-2005: Lecturer in the department of Computer Science at Centro de Estudios Superiores Felipe II, Madrid

Skills

Programming: Fluency in Java, C#, C++, C, Pascal, Tcl/Tk. Familiarity with Perl, Smalltalk, Ada, declarative programming functional programming (Haskell), logic languages (LISP, Prolog). Able to quickly learn new programming languages and APIs

Game programming and 3D graphics: Graphical and multimedia libraries (DirectX, OpenGL, SDL). Experience with diverse game engines (Unreal, Half-Life 2, Nebula, jMonkeyEngine...). Experience in Game design

Web Development: Broad experience with the J2EE platform and XML technologies (JSP, Servlets, EJB, Web-services, databases, Jakarta Struts...). Fluent in HTML, Javascript, PHP, XSLT, etc.

Others

Leaderships: Founder and current manager of GUEIM, a students and faculty association for the promotion of game development in the university.

Co-founder and webmaster of the Association of Former Students

Languages: Spanish: Native; English: Very fluent (CPE, Cambridge University)

Hobbies and interests: Computers, videogames, technological gadgets, photography, music (formation in guitar & piano), swimming.