



Universidad  
Europea

NEWSLETTER  
UE STEAM  
SCHOOL

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ESCUELA DE ARQUITECTURA,  
INGENIERÍA Y DISEÑO

UE  
**STEAM**  
SCHOOL

NEWSLETTER

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## DR MARIOLA PENADÉS FONS, VISITING PROFESSOR

The year 2023 has had an excellent start at the School with a very rewarding visit from Dr Mariola Penadés (Johns Hopkins University), an expert in neuroscience and learning methodologies. Mariola has interacted with students, professors, research groups and with the Project-Based Learning (PBL) Office, and has enriched all areas with her insightful observations and valuable experience.

She has participated very actively in some of the work sessions held involving the redefinition of the project-based learning methodology, known as PBL 2.0 Key Initiative in our strategic

plan to position ourselves as a STEAM school of reference in Europe for our methodology.

Mariola participated in the II Sci-Tech Day with a keynote presentation, shared with Ana Reino entitled *When good intentions are not enough: stories of projects without a happy ending*. A brilliant lecture on the importance of overview and critical thinking, aspects which we all have ample room for improvement. A very enriching visit, which we hope will soon be repeated. »

## DR DANIEL MONTERO, VISITING PROFESSOR

Dr Daniel Montero is another visiting professor that we have welcomed this first quarter of 2023 to the STEAM School. Dr Montero is a physicist and has done his research in microelectronics. He is currently working as a plasma etch process engineer at one of the most important R&D+i centers in the world, IMEC (Interuniversitair Micro-Electronica Centrum), in Leuven. There he develops the plasma processes needed to manufacture the chips of the future.

During his stay he gave five very interesting talks with titles as suggestive as "From the sand on the beach to your pocket", "Designing chips of the future. The cradle of microelectronic innovations in Europe", "Squeezing the three dimensions in microelectronics: how to get more performance with less space. The transistors of the future", "More than Moore" and "I've finished my degree, now what?". This last talk was given at the School's Sci-Tech Day.

Undoubtedly, it was a visit that our students will remember for a long time and that we hope will bear fruit in joint projects with the IMEC through internships and further collaboration with Daniel. »





## HPE CDS, FIRST STRATEGIC PARTNER OF THE STEAM SCHOOL

The School of Architecture, Engineering and Design (UE STEAM School) at Universidad Europea has as a strategic goal to become a school of reference in Europe, not only for its facilities, its faculty and its project-based learning methodology, but also for its strong ties to companies in the various STEAM sectors.

For this reason, the School has adopted the firm intention of signing, during the 2022-2023 academic year, strategic alliances with a select group of relevant companies in the sector with the aim of providing work experience for students and strengthening the relationship of the university with businesses.

Hewlett Packard Enterprise, through its affiliate CDS, is the first company of this select and reduced group with which the School hopes to improve the training of our students. This collaboration is a solid commitment that will benefit both parties and society as a whole. It includes initiatives such as the support of the company in the design of study plans, the definition of academic projects, optimization of learning methodology and the participation in research projects. Furthermore, the company will be able participate in the university life of the School, which will give it greater access to young talent. Esther de Gaspar, general manager of CDS Spain and Portugal, a Hewlett Packard Enterprise company, stated that "a university with an innovative and novel learning model such as the one at Universidad Europea fits perfectly with the identity of HPE where we have a strong commitment to educational excellence and young talent". In the words of Alberto Sols, dean of the school, "that a company of HPE's prestige is actively involved in all our processes is the best guarantee that we are doing the right thing and that we are doing it the right way. It will help us in an exceptional way to verify and validate our efforts, to ensure optimal training of our students. It is building from the foundations up."

In the next few months we will learn about other companies becoming a part of this select club and we will remain very attentive to the activities, meetings and projects that arise as a result of these very special collaborations. »



"IT WILL HELP US IN AN  
EXCEPTIONAL WAY TO VERIFY AND  
VALIDATE OUR EFFORTS, TO  
ENSURE OPTIMAL TRAINING OF  
OUR STUDENTS..."





## VISIT TO "CODE & ALGORITHMS: WISDOM IN A CALCULATED WORLD" AT *ESPACIO FUNDACIÓN TELEFÓNICA*

This quarter we have visited the exhibition ,Code & Algorithms at *Fundación Telefónica* with our students.

An excellent way to learn how algorithms and code are used in everyday life and get a sense of the digital revolution of AI and its impact on our society.

Through the interactive installations of thirteen national and international artists, we are taken on a journey through the

different aspects in which algorithms impact our society: the importance of their neutrality and efficiency, the risks of algorithmic bias, tools to protect data privacy, the relationship between humans and artificial intelligence, and their contribution to finding solutions that would otherwise take years to solve or decipher.



## ADA-BYRON PROGRAMMING COMPETITION

Once again the School has joined other universities to participate in the Ada-Byron Programming Competition.

After a first stage at the School in which seven teams participated, two teams of three students each competed at the regional stage at the weekend of March 10-11 with an outstanding result.

This has been just another initiative of the School to bring students closer to the profession, this time from a more entertaining perspective.

## INCREASING VOCATION FOR STEAM

At the end of February, second grade students from CASVI School in Villaviciosa de Odón visited our facilities as part of the exploration unit "The Time Machine" and they had the opportunity to visit the future through our social robots.

It is very important for the School to attract vocations from a very early age. We all enjoyed this experience very much sharing with these future engineers the passion for engineering and all that it can offer us.





## DR MANUEL GARCÍA VELARDE, IN THE MASTERS CYCLE

As part of the prestigious *Masters Cycle*, Dr Manuel García Velarde, physicist of international prestige and honorary professor at the School was interviewed. Manuel has a very distinguished career, with awards and distinctions such as the Blaise Pascal medal and the French National Order of Merit, the DuPont Science Award and the medal of the Spanish Royal Society of Physics, among others. He is a member of the Spanish Royal Academy of Doctors and holds honorary doctorates from Aix-Marseille University, Saratov State University and the University of Almería. It is a real privilege for the School to have Manuel as honorary professor.

Manuel, a true example of simplicity, accessibility and generosity, continues to surprise us every day with his desire to know and learn. During the interview, he made wonderful observations such as the importance of maintaining scientific rigor under the pressure of immediacy; the need to be open always to explore new paths; to work as a team to contrast opinions and interpretations in a constructive way, and many more. As Manuel pointed out, many scientists have been great designers or engineers. It is possible to advance both the state of the art and the state of the practice. The important thing is not to lose the motivation to know and understand. »

## MASTER CLASS AT THE STEAM SCHOOL BY MANUEL CARBAJO, PRODUCTION MANAGER OF ESDIP ANIMATION STUDIO AND WINNER OF A GOYA AWARD



Last Wednesday, February the 16th, we had the honor of welcoming Manuel Carbaajo to the STEAM School. He is Production Manager of ESDIP Animation Studio and 3D Production Manager of "Blue & Malone: impossible cases", which won the Goya Award 2021 for the Best Animated Short. He gave a master lecture to students of the STEAM School.

During the lecture, 60 students of the Animation degree learned about the difficult task of coordination in the production department of a large animation production company: coordinating various departments, budgeting, setting deadlines, and managing financing.

Manuel also shared his experience as the producer of "Blue & Malone: impossible cases", winner of the Goya Award for Best Animated Short in 2021. »





## SECOND ENCOUNTER OF SCIENCE AND TECHNOLOGY: SCI-TECH DAY 2023

They say that all great adventures begin with a simple step. A little over a year ago we planted the seed of the Sci-Tech Day and today we close the quarter with the satisfaction of having held the second Sci-Tech Day and seeing that seed take root and is growing strong in our School.

Almost 200 participants from our campus and more than 700 visits of the event on internet confirm that we are not only making progress but that we are going in the right direction.

We started the conference with a impassioned talk by José Antonio Rodríguez Manfredi (INTA-CSIC Astrobiology Center) in which he spoke about the future of the Mars missions. He was followed by four specialists in artificial intelligence who talked about the challenges that this technology presents. Patricia Llaque (ODISEIA), Victor Gonzalez (FITIZENS), Alberto García (HPE CDS) y Enrique Puertas (UEM) gave us their vision and answered questions from the

audience about the immediate future. At the end of the first day, Javier Santaolalla (Amautas) spoke about his favourite mysteries of the cosmos.

The next day we started with a particular and surprising journey into astronomy through mathematics with Laura Toribio (CIEMAT). This was followed by a revealing presentation on how a big city like Madrid was digitized to become one of the most technological cities in the world. In this case, the speaker was Fernando de Pablo Martín (Madrid City Council).

After a short coffee break, we continued with several talks about the evolution of JavaScript (Carlos Azaustre, expert JavaScript Developer), how to start a career in Data Science (Miguel Fierro, Microsoft), String Theory and Mathematics (Verónica Errasti, Ludwig Maximilians Universität, Munich), and what to do after graduating (Daniel Montero, IMEC). Nourishing food for the brains of our students and the entire university community.

You can view some of the talks at the following links: [Dia1](#) and [Dia2](#) »



“ALL OF US HERE SHARE SOMETHING ESSENTIAL AND THAT IS THE DESIRE TO CONTRIBUTE TO THE GROWTH OF HUMANITY...”

J.A. Rodríguez Manfredi





## BUSINESS ADVISORY COUNCIL – MEETING OF 22 FEBRUARY 2023

On 22 February 2023, a meeting of the Business Advisory Council of the STEAM School took place. This is a forum for analysis, future prospects and debate with top-level representatives from the industrial and professional world. The think tank meets periodically to help the school align its efforts in innovation and methodology with the current and future needs of the professional world. This ensures the best training for our students at all levels.

On this occasion, those attending the meeting discussed the strengths and weaknesses of the School to propose various initiatives that will enable it to move forward in our intention to position ourselves as a European reference in the project-based learning methodology.

The important milestones achieved by the School during 2022 were highlighted. They include:

- Four years growing in a very competitive environment.
- High degree of student satisfaction and pride of belonging
- Visiting professors of the highest prestige (Giancarlo Mazzanti and Aurilla Arntzen).
- International-level events (IT Seminar, Bartlett School of Architecture summer programme, Applied Systems Engineering Workshop, IV European Workshop on Project-Based Learning).
- Heavy investment in the School's laboratories, Advanced Computing Center, and FabLab.

The attendees also learned first-hand about some of the School's future challenges, including aspects of faculty training and career advancement, research, strategic alliances, international events, university life, and more.

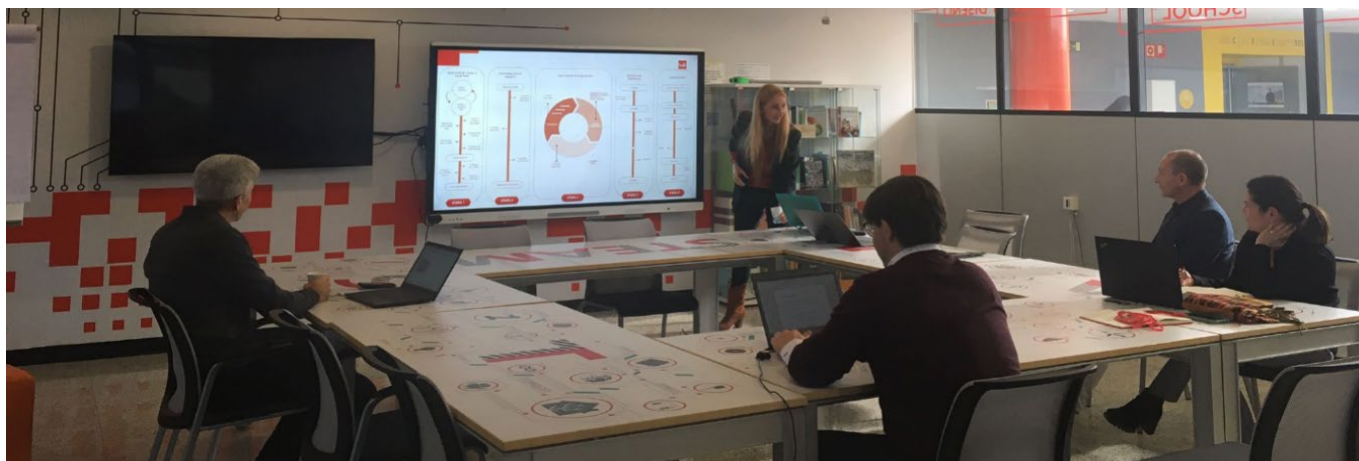
The attendees contribute very interesting ideas for the School. Among the points of interest, the following were singled out:

- The need to broaden students' knowledge about sustainability and digitization.
- A strong commitment with public and private institutions, both at the national and European level.
- To continue working towards social objectives with a positive impact on citizens (ESG)
- To consolidate the combination of virtual and in-person classes.
- To persist in our efforts to achieve academic excellence without exclusion.

We are convinced that the points discussed at this meeting will help our STEAM School advance to its strategic goals with a very positive impact on the prestige of our institution. »

“THE STEAM SCHOOL BUSINESS ADVISORY COUNCIL IS A FORUM FOR ANALYSIS, FUTURE PROSPECTS AND DEBATE WITH TOP-LEVEL REPRESENTATIVES FROM THE INDUSTRIAL AND PROFESSIONAL WORLD”





## WORKING ON PBL 2.0

The project-based learning (PBL) methodology is the focus of our efforts and one of the five objectives in our improvement plan.

In the first semester of the year, we described how to manage the PBL methodology used at the STEAM School and which we call PBL 2.0. It consists of a classification of project types, a series of support documents for teaching staff, establishment of the coordination processes, how to implement the continuous

improvement process and the annual dissemination of activities and competitions.

Furthermore, we had the help of Mariola Penadés, guest professor, who gave us very valuable insights on how to develop this methodology.

Finally, the research project that evaluates the implementation of PBL is already in the phase of data collection.

## PRESENTATIONS OF THE FINAL BOOT CAMP PROJECTS

After 14 intense weeks of work, the students involved in the School's boot camps presented the results of their final project.

In the Blockchain boot camp, we had five projects with topics as varied as Smart Giving, a donation platform for humanitarian emergencies, or Flame, a 'trust blogging' platform build on Lens Protocol. After the deliberation of a panel made up of leading figures in the sector, the winner was Frameblock, a framework to facilitate the ease of and trust in the use of Blockchain technology.

In the category of Data Science, nine projects competed in areas as diverse as IAgnoSticate, a model to detect diabetes from just three data points; or Brander, a model for predicting the spread of a publication on social networks. The winner was ProScout, an algorithm for optimizing player recruitment in the soccer league.

In Project Management, four projects competed for 'virtual funding' from the members of the panel and the award for the best project. All of the projects showed the high level of skill and dedication that our students in the Master's programme have.



**"THE WINNING PROJECT WAS FRAMEBLOCK, A FRAME-WORK TO FACILITATE THE EASE OF AND TRUST IN THE USE OF BLOCKCHAIN TECHNOLOGY"**



## MARGARITA BLY AT THE STEAM SCHOOL

Margarita Bly is a think tank that promotes and gives visibility to the role of women in the areas of STEM, communication and art. On February 16th, a roundtable was held at the Villaviciosa de Odón campus. It was presented by Ludi García, accompanied by Esther Macías, managing editor and CIO of ComputerWorld; Eva Álvarez, CEO of Misstake; Alexa Diéguez, author of the digital magazine *doubledose.es*; Ana García Huerta, communication and strategic content consultant; Paloma Roderer, PhD in Fine Arts and professor of the undergraduate programme in the Fundamentals of Architecture.

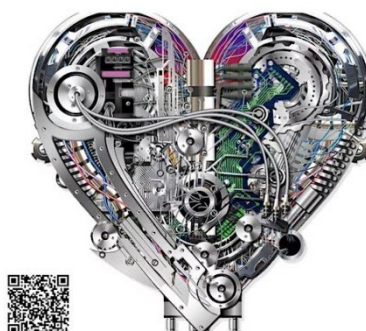
This is an event that speaks to the lack of female representation in the top positions of the most technical professions, which the students of architecture, design and fine arts were able to learn about. Universidad Europea has a faculty of true experts in their fields, inspiring future generations of engineers, scientists, architects and designers. Nevertheless, there is still a significant gap that we must help to correct.

## ENGINEERING WITH HEART

The first Engineering with Heart Conference was held on March 8th and 9th. The goal of these conferences is to show aspects of engineering that are not so well known so that our students and those interested in engineering could get to know some of the activities carried out by engineers that have major impact on people's quality of life.

On the 8th, Alba González Álvarez, a Marie Curie Conex postdoctoral researcher in biomedical engineering, Begoña Rojo Carralero, business development and institutional relations at GMV, and Marie Destarac, robotics engineer at ABB, talked to us about tailor-made implants, purposeful engineering, and how robotics is improving human welfare. These highly relevant issues gave the attendees the chance to learn about new facets of robotics and to ask these top specialists about them.

On the 9th, Mariola Penadés and Inés Peiro, science communicators, spoke about the importance of the impact of projects based on "good intentions". Mónica López, Spanish delegate of the Copernicus Committee of the CDTI discussed the issue of environmental sustainability and how satellite observation can help in this area. Finally, we closed with Inés Gallego, head of sustainability projects at Energía Sin Fronteras, who introduced us to the world of volunteering in engineering from her own extensive experience.



### Jornada de "Ingeniería Con Corazón"

Ingeniería desde un punto de vista del que casi nunca hablamos

#### ¿CUANDO?

Miércoles 8 de Marzo de 14:15-18:30  
Jueves 9 de Marzo de 9:00- 13:30

#### ¿DÓNDE?

Universidad Europea de Madrid  
Auditorio del Edificio B  
Villaviciosa de Odón. 28670 Madrid

Al finalizar se ofrecerá un vino español

UE STEAM SCHOOL

ue Universidad Europea

"WHEN YOU START CHANGING LITTLE THINGS, BIGGER THINGS HAPPEN"

Mariola Penadés

link » <https://www.youtube.com/watch?v=ghrSup0HTvw> día 8 de Marzo  
link » <https://www.youtube.com/watch?v=-smg2CM7szg> día 9 de Marzo





## FRANÇOIS ROCHE ARCHITECT WORKSHOP

On February 24th, French architect François Roche held a workshop for architecture students at the School. That same day in the afternoon he gave a lecture at the Official Association of Madrid Architects (COAM), developing his theories on utopia, anarchy, possibility, strategy, postmodernism, philosophy, and territory. Roche is co-founder and director of the Parisian studio R&Sie(n) Architects together with his partner, Camille Lacadée, and of the research group New Territories/M4. Having the pioneers of electronic architecture allows us to accurately demonstrate the power of the digital tools that we teach our students at the STEAM School to use.

“THE PIONEERS OF ELECTRONIC ARCHITECTURE ALLOW US TO ACCURATELY DEMONSTRATE THE POWER OF DIGITAL TOOLS THAT WE TEACH OUR STUDENTS TO USE”



## VISIT OF ARCHITECTURE STUDENTS FROM UPC LIMA

This year, for the first time after the pandemic, we have been visited again in February 2023 by architecture students from UPC in Lima. Sixteen students accompanied by professors Enrique Gómez de la Torre Salas and Jessica Hernández from UPC have joined the project G6 class of our School, with professors Beatriz Inglés and Patricio Martínez. They have worked on the issues of territorial integration, sustainability, and architecture linked to the recovery of the historic center of Lima. This exchange of students generates a mutual and cultural enrichment that we encourage at our School.

## FEMALE PROFESSORS AT SUMMA3D

Animation and videogame professors, María Teresa Barranco and Verónica Rufo, participated in the roundtable organized by Summa3D that was held on February 16th. Summa3D is an international animation competition aimed at students, professionals, and lovers of animation and special effects, but it is really a call for the industry to actively support the development of new talent and projects.

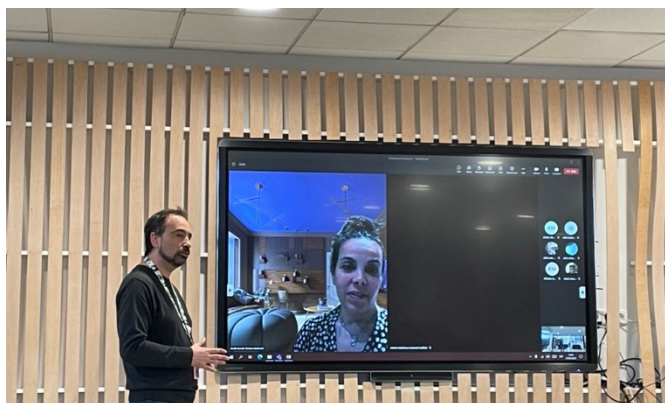
A poster for the Summa3D event titled 'TRANSFORMANDO LA PRODUCCION AUDIOVISUAL'. It features a central image of a futuristic, glowing blue and orange structure. The poster lists speakers: Edu Serra (Director de Desarrollo en SimpleCloud.io), Gerardo Álvarez (Line Producer Superspro), Miguel Mollado (Lead Technical Director Midos Animation), Mayte Barranco (3D &amp; Fine Arts Professor Universidad Europea), Verónica Rufo Baena (Animadora &amp; Game Teacher Universidad Europea), and Noemí Coloma Castiño (Entertainment Lawyer WELAW). It also mentions a roundtable on the impact of AI in animation, VFX, and art. The event is on February 16, 2023, at 19:00h, at Centro Cultural Pérez de la Riva C/ Principado de Asturias 28, Las Rozas - Madrid. Logos for various partners like Skydance Animation, W2M, and JIPJOP are at the bottom.



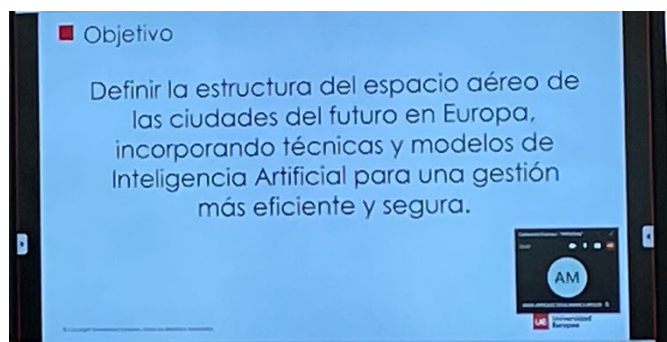


## AI4HYDROP: AN AI-BASED HOLISTIC DYNAMIC FRAMEWORK FOR A SAFE DRONE'S OPERATIONS IN RESTRICTED AND URBAN AREAS

The School is competing in a European project by participating in an international consortium led by Dr Aurilla Arntzen from the University of South-Eastern Norway: AI4HyDrop. The School's team is led by Dr Enrique Puertas, expert in artificial intelligence and big data. In the next few years, drones will be a common sight in cities and urban environment. We will see them as a normal part of logistics services, emergency assistance, security, traffic control, etc. But in cities we also have conventional aircraft at medium altitudes where there are airports nearby and helicopters used for surveillance, transporting accident victims, or even for commercial purposes.



For this reason, the European Union is very interested in defining how to manage and regulate air space in urban environments where traditional air traffic will coexist with drones and integrating new technologies such as artificial intelligence into the management of this shared air space. In the AI4HyDrop (an AI-based Holistic Dynamic Framework for a safe Drone's Operations in restricted and urban areas), a consortium of eleven institutions from six European countries will work to define the structure of cities of the future in Europe and incorporating artificial intelligence models and techniques for a more efficient and safe management. Universidad Europea plays a key role in this consortium. It is the second institution with the most weight, leading two of the seven work packages and actively collaborating in the remaining five. Specifically, the researchers at Universidad Europea will be in charge of leading the tasks of using artificial intelligence to ensure safety and efficiency in the definition of flight plans in shared airspace, data fusion and analysis, and the definition of how to integrate this new hybrid airspace into urban planning. From Universidad Europea we will also lead the tasks of communicating and disseminating project activities: Web, social networks, creation of flyers, as well as preparing videos and animations to present the results. The total funding for this project is nearly two million euros. »



## THE STEAM SCHOOL WILL PARTICIPATE IN THE “XV INTERNATIONAL INFORMATION TECHNOLOGY SEMINAR FOR STUDENTS” IN SWITZERLAND



The IT Seminar 2023 celebrates its XV edition in Switzerland (HES-SO University of Applied Sciences) from April 11th to the 14th. The IT Seminar is an international and independent academic event with the participation of professors and students from the European universities HES-SO University of Applied Sciences (Switzerland), Haaga-Helia (Finland) and Universidad Europea (Spain).

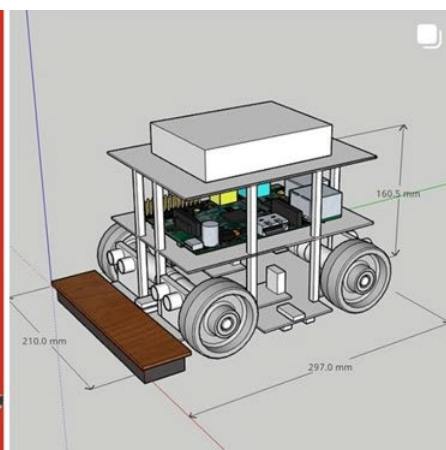
The 4-day event consists of lectures, visits to companies and the development of workshops by guest professors with the collaboration of students and in relation to information technologies and complementary topics such as virtual reality, robotics and the internet of things.

The main objective of this event is to give our students the opportunity to be trained and/or to be brought up to date on certain technological aspects, as well as to develop transversal competencies, while being immersed in an international and multicultural environment. »

XV IT Seminar, 11 al 14 de abril, Sierre (Suiza)  
Noticia del pasado IT Seminar 2022 en España»[link](#)

HES-SO Valais-Wallis  
[link»https://www.hevs.ch/en](https://www.hevs.ch/en)

Haaga-Helia University of Applied Sciences  
[link»https://www.haaga-helia.fi/en](https://www.haaga-helia.fi/en)



## SUMO-BOT COMPETITION

The students that belong to the Robotics Club of the Universidad Europea have launched the SUMO-BOT competition, open to all students of the Universidad Europea who are interested in robotics and learning in a fun way.

This competition is inspired by the Japanese sport of SUMO. Two robots compete in a defined circular area. The winner is the one who stays in the area while successfully pushing out his opponent.

The club provides workshops and materials so that any student can build their own robot.

Students may participate individually or in teams of up to three people. The workshops are an opportunity to form a team with students who do not know one another.

Two prizes will be awarded: the combat prize: a drone with a 4K camera for each team member for the robot with the highest score at the end of the tournament; and a creativity prize: a Creative STEM robotics kit for each team member for the robot that is voted the favourite by the jury and by the public for the most creative design.





## IÑAKI GARCIA, GRAPHIC DESIGNER

I do graphic design applied to space and branding, design as a tool for change in public, private and professional space through unique and unrepeatable mural painting and conditioning.

Since my time at Universidad Europea, I have understood that design is capable of changing us and the importance of the process of design, both in its creation and its execution. This is what defines my current project for changing spaces. My designs involve different disciplines and to carry out an entire project, it is necessary to collaborate with other professionals, artists and designers.

I apply collaborative design methodologies to make different creations that integrate and connect with people who will enjoy them. This way of designing, as you can imagine, has led me down different paths and professional challenges that needed to be overcome. Specifically, I would highlight two projects: 'Pinta Esperanza', a collaborative work of more than 300m<sup>2</sup> in the town hall of Hortaleza, and the advertising panel we made for the Netflix movie 'Rainbow'. I am looking forward to new challenges and projects that allow me to continue exploring collaborative graphic design.

## DANIEL DE LA PEÑA JIMÉNEZ, AIRBUS ENGINEER

I started my Bachelor's Degree in Aerospace Engineering at Universidad Europea at the beginning of 2018. That same year I was a finalist of the UE STEAM School awards with four other classmates in the category of innovation ideas for the Aerospace sector and its implication in a sustainable development for aviation. Years later, that idea became the seed of the start-up, Aerogel. It was that proactivity and desire to "go the extra mile" that allowed me to position that MVP as one of the top 30 venture capital ideas for the TREP Entrepreneurship Expo 2021 at the prestigious Embry-Riddle Aeronautical University, where I completed a study abroad programme and made the Dean's list.

These initiatives have allowed me not only to develop projects focused on real and current problems in my sector, but also to build a foundation of skills that include communication, collaboration, problem-solving and critical analysis with the support of various companies and institutions, as you would expect in professional life. I am currently a systems engineer at Airbus Defense & Space for the Engineering Design office where I pursue my passion with the same proactivity and desire to 'go that extra mile'. This very year, I have received the prestigious grant awarded by the Official Body of Aeronautical Engineers of Spain and the Spanish Association of Aeronautical Engineers (COIAE/AIAE) that rewards academic excellence in order to continue with the qualifying Master's programme in Aeronautical Engineering and the CAM grant that acknowledges excellent academic achievement during the 2021-2022 course year. »



"THE PROJECT-BASED METHODOLOGY OF THE STEAM SCHOOL ALLOWS STUDENTS TO ACHIEVE PRACTICAL THINGS OF HIGH ADDED VALUE, SOMETHING THEY DO NOT HAVE THE OPPORTUNITY TO DO IN OTHER INSTITUTIONS."





## ALEJANDRO MORENO, COMPUTER ENGINEER

Alex Moreno studied computer engineering at Universidad Europea. After graduating he specialized in content managements, Drupal and PHP in particular. He moved to London where he worked as a software engineer and architect in some of the world's largest consultancies and companies, such as Capgemini, the BBC, Royal Mail, and pharmaceutical companies like Novartis and Bayer. In his last years in London, he joined the ranks of Acquia, the company created by Dries Buytaert, the creator and leader of the Drupal project. Alex worked there as a software architect leading projects in companies around the globe, from the United States to Europe, Australia and India.

His second passion is content creation, which lead him to start working for Pantheon, a San Francisco-based company where he spends his time as a Developer Advocate, a discipline at the intersection of software engineering and marketing.

Alex has given dozens of public talks on software engineering, best practices, and project management among other topics, as well as introducing keynote speakers such as Dries at DrupalCon 2021. »

## INÉS VECILLA, BACHELOR'S IN ANIMATION ALUMNI

I recently started my first job as a layout artist, another branch of animation, responsible for camera placement and animation, character positioning and narrative coherence between shots.

From my experience at Universidad Europea, I can testify how important it is to collaborate with colleagues, because in a professional environment, in this case animation, you need a lot of communication and organization between colleagues so that the work can be carried out efficiently

You also need to be very curious and learn everything that can be useful to you. In my case, having a background in drawing, animation and photography, among other subjects I took during my studies, helped me a lot to enter and integrate into the profession. »

