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|-------------------------|---|---|
| INTERESTS | Machine Perception and Intelligence, Music, Acoustics, Photography. | |
| PROFESSIONAL EXPERIENCE | <p>Google, Zürich, Switzerland <i>Software Engineer</i></p> <p>Voctro Labs, Barcelona, Spain <i>Software Engineer</i></p> <p>Consultancy work in Deep Learning.</p> <p>McGill University, Montréal, Canada <i>Research and Teaching Assistant</i></p> <p>TA for the Fall 2016 MUMT306 course (Music and Audio Computing I). Research on violin acoustics at the Computational Acoustics Modeling Laboratory (CAML).</p> <p>Google Research, Mountain View, California, USA <i>Software Engineering Intern</i></p> <p>Telefónica Digital, Barcelona, Spain <i>Research Engineer (Speech Recognition, Intern)</i></p> <p>Universitat Pompeu Fabra, Music Technology Group, Barcelona, Spain <i>Research Assistant / Developer</i></p> <p>Lawrence Berkeley National Laboratory, Berkeley, California, USA <i>Software Developer (Intern)</i></p> | <p>September 2017 – Present</p> <p>January 2017 – July 2017</p> <p>April 2014 – August 2017</p> <p>May 2016 – September 2016</p> <p>November 2014 – May 2015</p> <p>March 2012 – July 2014</p> <p>July 2013 – September 2013</p> |
| EDUCATION | <p>McGill University, Montréal, Canada <i>M.A. in Music Technology</i></p> <p>Universitat Autònoma de Barcelona, Barcelona, Spain <i>M.Sc. in Modeling for Science and Engineering</i></p> <p>Universitat Pompeu Fabra, Barcelona, Spain <i>B.Sc. in Audiovisual Systems Engineering</i></p> <p>Escola Superior de Música de Catalunya (ESMUC), Barcelona, Spain <i>B.A. in Music, Sonology Major</i></p> <p>Summer courses</p> <ul style="list-style-type: none"> • Multimedia Information and Signal Processing, Aalborg University, Denmark (2012) • Erasmus Intensive Program on Electronic Music, Cosenza Conservatory, Italy (2011) | <p>September 2015 - Present</p> <p>September 2014 - July 2015</p> <p>September 2010 - July 2014</p> <p>September 2009 – December 2014</p> |
| SKILLS | <ul style="list-style-type: none"> • Abilities: Machine Learning, Digital Signal Processing (DSP), Music. • Languages and Tools: Python, C/C++, JavaScript, MATLAB, TensorFlow, UNIX, Git. | |

PUBLICATIONS

- Q. Llimona, C. Saitis, et al., *Exploring Simulation-Based Playability Metrics of 9 Perceptually Evaluated Violins*, in Proc. of the Int. Symp. on Musical Acoustics (ISMA), 2017.
- E. Maestre, P. Papiotis, et al., *Enriched Multimodal Representations of Music Performances: Online Access and Visualization*, IEEE Multimedia Magazine, Vol. 24, No. 1, pp. 24-34, 2017.
- C. Serrano, L. R. Doolittle, et al., *End-to-end FEL Beam Stability Simulation Engine*, in Proc. of the 7th Int. Particle Accelerator Conf. 2016.
- E. Maestre, C. Spa, et al., *Playability of a bowed string physical model including finite-width thermal friction and hair dynamics*, Journal of the Acoustical Society of America, 138 (3), 1887-1887, 2015.
- Q. Llimona, *Playability study of a bowed string physical model including finite-width thermal friction and hair dynamics*, Master Thesis, Universitat Autnoma de Barcelona, Spain, 2015.
- Q. Llimona, J. Luque, et al., *Effect of gender and call duration on customer satisfaction in call center big data*, in Proc. of Interspeech, 2015.
- Q. Llimona, O. Mayor, et al., *Repovizz - Multimodal Online Database and Visualization Tool*, in 1st Web Audio Conference, 2015.
- Q. Llimona, *Bowing the violin: A case study for auditory-motor pattern modelling in the context of music performance*, Undergraduate Thesis, Universitat Pompeu Fabra, Spain, 2014.
- E. Berdahl and Q. Llimona, *Tangible embedded Linux*, in Proc. of the 7th Int. Conf. on Tangible, Embedded and Embodied Interaction, 2013.
- E. Guaus, O. Saña, and Q. Llimona, *Observed differences in rhythm between performances of classical and jazz violin students*, in Sound and Music Computing Conf. 2013.
- O. Mayor, Q. Llimona, et al., *repovizz: a framework for remote storage, browsing, annotation, and exchange of multi-modal data*, in Proc. of the 21st ACM Int. Conf. on Multimedia, 2013.
- C. Serrano, J. Byrd, et al., *New generation of LLRF and beam-based feedback stability models*, in LLRF13 Workshop, 2013.

AWARDS

- *WearHacks Montréal* 2015, Best Use of Myo and of the Nuance NLU API.
- Schulich Scholar Fellowship, 2015-2017.
- UPF Graduation Special Award (best student), 2014.
- *WIPJam Hackathon* 2014, Best in Show at the Mobile World Congress.
- *International Collegiate Programming Contest* 2011, SWERC Regionals, Special Mention.
- Multiple awards for the Theremidi, a robotic theremin player with MIDI interface, 2009.
- National Math Contest (Cangur), top 100 over 4k, 2008.
- National Writing Contest (COBEGA), 7th position, 2005.

LEADERSHIP AND VOLUNTEERING

- Workshop co-instructor and speaker at the FADE Festival 2014, La Celler de Ter, Spain.
- Technical supervisor and co-organizer of the Barcelona Fiddle Congress 2013.
- Jury member at the Exporecerca Youth Research Fair 2013 and 2014, Barcelona, Spain.
- Workshop co-instructor at the TEI Conference 2013, Barcelona, Spain.
- Main technician at the Symposium on Music Pedagogy 2012, ESMUC, Barcelona, Spain.
- Instructor of the Laptop Orchestra Workshop at the PDCON 2011, Weimar, Germany.
- Staff at the Sound and Music Computing Conference 2010, Barcelona, Spain.
- Barcelona Laptop Orchestra core member, 2009-2012.
- Violinist at the Jove Orquestra Nacional de Catalunya (JONC), 2009-2011, Barcelona, Spain.