
Professional background

- Jan. 2013 – **PhD Student in Artificial Intelligence**, *Universitat Politècnica de València (UPV)*, Spain.
Now Multi-agent Planning and Game theory.
- Better-response Strategy for Multi-agent Planning. I designed and developed in Java a new game-theoretic planning model which obtains equilibrium solutions in less computation than other approaches. This is applied to a scenario of electric autonomous taxis of different self-interested companies which want to coordinate to avoid conflicts and congestion in smart cities.
 - Game-theoretic Approach for Non-Cooperative Planning. I designed and developed in Java an approach to obtain different equilibrium solutions in a planning context.
 - Multi-agent Planning for Personalized Treatments of Comorbid Patients. I designed and developed in Java the coordination of planning agents representing automated clinical guidelines and users' satisfaction measures for treatment plans of patients with multiple illnesses.
- Jan. 2015 – **Teaching Assistant**, *UPV*.
- Now
- Courses: Data Structures and Algorithms (60h), and Intelligent Agents (30h), both in the BSc in Computer Science.
 - Co-supervisor of the Computer Science Final Degree Project “Design and Testing of Enterprise Deployment Solutions” about automated installers for companies (ongoing).
- Apr. – Jul. 2015 **Visiting Research Scholar**, *Delft University of Technology*, The Netherlands, [Algorithmics](#) research group.
- Focused on game-theory and developing new models for game-theoretic multi-agent planning.
- Jun. 2010 – **Software Engineer and Researcher**, *UPV*, [GTI-IA](#) research group.
- Dec. 2012
- “Integra - Boeing” project in collaboration with Boeing Research and Technology Europe. I developed an agent-based Java application which automatically explores social networks to detect different kind of alerts. The results were stored in a database and shown in our own designed web interface.
 - [Case-based Argumentation Infrastructure and Call Centre application](#). I designed and developed an argumentation infrastructure in Java in which agents argue to solve a problem using Case-Based Reasoning, and also a Call Centre application with real cases and a web interface.
 - In the [Magentix2](#) open multi-agent system platform, I developed in Java a Service Facilitator agent (and other structures) which allows agents to register and search services through ontologies and Apache Tomcat web services.
- Sep. 2007 – **IT support**, *Àrea de Promoció i Normalització Lingüística*, *UPV*.
- May 2010 IT advise, design and update websites, and user support at the information desk.

Education

- 2013–2017 **PhD in Artificial Intelligence**, *UPV*.
PhD Thesis: “Game-theoretic Approaches for Multi-Agent Planning” (estimated defense Sep-2017).
- 2009–2011 **MSc in Artificial Intelligence, Pattern Recognition and Digital Imaging**, *UPV*.
MSc Thesis: “[Case-Based Argumentation Infrastructure for Agent Societies](#)”.
- 2004–2009 **BSc in Computer Science (5-years degree)**, *UPV*.
BSc End of Degree Project: “Development of a Touristic Application in the THOMAS Platform”.

Languages

Spanish, Native
Catalan

English Fluent

Skills

- Good knowledge of Java. Comfortable in C, C++. Experience with bash script.
- Experience with algorithms, planning, heuristic search, agents, and game-theory.

Selected Publications

J. Jordán and E. Onaindía, “Game-theoretic Approach for Non-Cooperative Planning,” in *Twenty-Ninth AAAI Conference on Artificial Intelligence (AAAI-15)*, pp. 1357–1363, 2015. Core Rank A* (most important conference in AI).

I. Sánchez-Garzón, J. Fdez-Olivares, E. Onaindía, G. Milla-Millán, J. Jordán, and P. Castejón, “A multi-agent planning approach for the generation of personalized treatment plans of comorbid patients,” in *14th Conference on Artificial Intelligence in Medicine*, vol. 7885 of *Lecture Notes in Computer Science*, pp. 23–27, Springer, 2013. Core Rank A (important conference in AI applied to Medicine).

S. Heras, J. Jordán, V. Botti, and V. Julián, “Case-based Strategies for Argumentation Dialogues in Agent Societies,” *Information Sciences*, vol. 223, no. 20, pp. 1–30, 2013. Impact F. 3.893, Q1.

S. Heras, J. Jordán, V. Botti, and V. Julián, “Argue to Agree: A Case-Based Argumentation Approach,” *International Journal of Approximate Reasoning*, vol. 54, no. 1, pp. 82–108, 2013. Impact F. 2.655, Q1.

Participation in courses, scientific events and other research merits

- Reviewer at relevant AI international conferences: AAMAS 2016-2017, and ICAPS 2015.
- Courses: “Game Theory” and “Game Theory II: Advanced Applications”. Coursera 2014-15.
- 2nd IBM prize of Scientific Excellence to the demonstration paper “ArgCBR-CallCentre: A Call Centre based on CBR Argumentative Agents” at PAAMS 2013 conference.
- Student at Planning and Scheduling Summer School, ICAPS 2013.
- Organizing Committee at European Agent Systems Summer School, EASSS 2012.
- Speaker and attendant at London Argumentation Forum 2012.
- Student at European Agent Systems Summer School, EASSS 2011.

Other interests

- Interested in the new challenges of AI.
- Interest for music: singer, guitar player, and songwriter. I have created a rock band with my friends and I have also played in bands of different musical styles.