

Abel Haro Armero 26 - 02 - 2003

ABOUT ME

Computer Engineering student, currently in the fourth year. Possess a strong theoretical foundation and technical skills in software development and problem-solving. Quick learner, team player, and adept at facing challenges with creativity and determination.

EDUCATION

• Universitat Politècnica de València

Computer Engineering

2021 - present average grade 8.4

LANGUAGES

Spanish - Native English - B2

Professional Experience

Internship at the DISCA Department, UPV

October 2024 - Present

Universitat Politècnica de València

- Developed a system for detecting defects in objects from images using neural networks.

• Internship at SOLTECSIS S.L.

July 2024

SOLTECSIS S.L.

- Performed debugging and bug fixing during the migration of the open-source <u>FWCloud</u> project from JavaScript to TypeScript.

PERSONAL AND STUDENT PROJECTS

• DescubreUPV May 2025

Project for the DADM (Mobile Device Application Development) subject.

- Tools & technologies used: Kotlin, Android Studio, Supabase.
- The goal of the application is to help new students get to know the university, its facilities, and services. To achieve this, the application features an interactive map that allows users to explore the university and find information about different buildings and services.
- The application is developed in Kotlin and uses Android Studio as the development environment. Additionally, Supabase has been used as the backend to store and manage information about locations and users.

• Defect detection in objects using convolutional neural networks

 $October\ 2024\ \text{-}\ June\ 2025$

Final Degree Project in Computer Engineering.

Developed a system for detecting defects in objects from images using convolutional neural networks. Utilized the
Ultralytics framework for training and deploying YOLO models, which were optimized for NVIDIA Jetson hardware with the TensorRT SDK. The system enables real-time defect detection and image analysis for identifying
defects in industrial products.

• Portfolio May 2025

Personal project

- Tools & technologies used: Astro, Tailwind CSS, TypeScript.
- The goal of the project is to create a personal portfolio to showcase my projects and skills. The portfolio is designed to be visually appealing and easy to navigate, allowing visitors to explore my previous work and learn about my skills and experience.