

Alba Navarro Rosales

learn. explore. create.

Fourth year first-class Computer Science and Management Studies student at the University of Cambridge interested in Product Management, Computer Graphics and Software Engineering.

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Education

University of Cambridge • BA (Hons) in Computer Science

October 2019 - present (grad. in 2023)

and Management Studies

BA Grade: **1 (First)**, with a **Highly Commended Dissertation Prize**

Relevant courses taken:

- Algorithms
- Programming in C & C++
- OOP (Java)
- Databases
- Operations Management
- Organisational Behaviour
- Concurrent & Distributed Systems
- Advanced Graphics & Image Processing

The British School of Córdoba • A-Levels & IGCSEs

September 2004 - June 2019

A-Levels: **A*A*A*A*B** - Computer Science, Mathematics, Further Mathematics, Physics, Spanish, Art and Design.

Awards: CIE Highest Grade in Spain for Computer Science and Physics AS and A Levels (June 2018, June 2019). CIE Highest Grade in Spain for Co-ordinated Sciences IGCSE (June 2017). CIE High Achievement for Music IGCSE (June 2016)

Projects & Experience

Nereus: A Realistic Real-time Ocean Renderer • Dissertation

October 2021 - May 2022 • **Highly Commended Dissertation Prize**

Implemented a C++ OpenGL render engine for rendering an ocean in real-time. Involved: ideation, planning, setting a specification & scope, development and evaluation of the software. Code & details [here](#).

Augmented Room Dressing for Zoom • Group Project

January 2021 - March 2021

Created a Python windows application to add 3D augmentations and images to a live video feed. Worked with clients to produce a product specification and guide the app's direction. Details upon request.

Graphics Programmer Intern • Internship @ Climax Studios

July 2021 - August 2021

Worked on an unannounced AAA PC game as a part of the rendering team. Responsible for performance profiling to identify causes & solutions to frame rate stutters in a multi-threaded environment.

Triolingo • Hackathon Group Project

January 2022

Created a web app chat bot for real-time spoken conversation practice, using the Deepgram API. Implemented the front-end of the website, using HTML, JavaScript and Python. Details [here](#) (Devpost).

Skills

Programming

C++, Python, Java, OCaml, familiar with C and JavaScript.

OpenGL 3D Graphics API & GLSL shading language.

Tools

Git for version control. Unreal Engine, RenderDoc, Profiling tools.

Languages

English - bilingual proficiency

Spanish - native

French - DELF B2 91% (Feb 2019)

Other Skills

Scout - Teamwork & leadership skills. Tackling new challenges. Problem solving. Perseverance.

Debate - Successfully took part in academic debate tournaments. Analytical and critical thinking. Great communication skills.

ISC Committee - Organised events & campaigns for international students at the University.

(August 2022 - present)

Art & Graphic Design - Head of Design for Hack Cambridge Hex, the 6th edition of Cambridge's biggest hackathon. Responsible for the creation of brand & logo. Organised stash for +400 hackers. (April 2020 - Feb 2021)

Music - Creativity. Dedication. Professional Music Qualification for Flute (Professional Music Conservatoire, Córdoba- September 2009 – June 2019)

Badminton - Member of the University Team's Main Squad.