

# **Alba Navarro Rosales**

**learn. explore. create.**

Third year Computer Science student at the University of Cambridge interested in Computer Graphics, Games Development and Software Engineering.

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## **Education**

### **University of Cambridge • BA (Hons) in Computer Science**

October 2019 - present (graduation in 2022)

#### **Second year grade: 2.i (Upper Second)**

Relevant courses taken:

- Introduction to graphics
- Further graphics
- Programming in C & C++
- OOP (Java)
- Advanced Graphics & Image Processing
- Mathematical Methods (including matrices, vectors & linear algebra)
- Concurrent & Distributed Systems

### **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**

### **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.

### **OpenGL Renderer in Java • Personal Project**

August 2020 - October 2020

Created a real-time scene renderer as an OpenGL application from scratch in Java using the LWJGL library to access the OpenGL API. Further details, features implemented and code [here](#) (GitHub).

### **Ray tracer in Java • Introduction to Graphics Assignment**

November 2019

Implemented a ray tracer in Java. Uses the Phong illumination model and handles reflections. Code and details [here](#) (GitHub).

### **Shadow Mapping for Real-time Graphics • University Tech Talk**

January 2021

Researched the Shadow Mapping technique and gave a 25min talk explaining its technical details & challenges. Also implemented a renderer for a demonstration. Code, details and slides [here](#) (GitHub).

## **Skills**

### **Programming**

C++, Java, Python, OCaml, familiar with C. OpenGL API & LWJGL.

### **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 participated in academic debate tournaments. Analytical and critical thinking. Great communication skills.

**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 & web design, organising swag. (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. Newnham team player for the intercollegiate league.