

Albert Suarez

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ABOUT ME

I'm a Software Engineer graduated at Universitat Politecnica de Catalunya, BarcelonaTech. I am hard worker, friendly, positive and active. Moreover, polite and I have excellent personal skills. Capacity for teamwork and lifelong learning. Always ready to help other members of the team.

EDUCATION & TRAINING

- **Universitat Politecnica de Catalunya** Barcelona, Spain
Bachelor degree in Software Engineering; GPA: 7.32/10 Sep. 2013 – Jun. 2017

WORKING EXPERIENCE

- **HackUPC** Barcelona, Spain
Co Director & Organiser Jun 2016 - Present
 - **Description:** I am currently working as a HackUPC co director, first and biggest Hackathon in Spain. My role consists in organizing, managing and coordinating a team of 30 organizers, event design, logistics, volunteers, sponsorship and marketing.
- **UPCnet** Barcelona, Spain
Software Developer Intern Sep 2016 - Jul 2017
 - **Description:** I was part of a big information technology consulting firm. In order to carry out my duties, I had to use programming languages like Java, frameworks such as Spring or Hibernate, working with WebServices (SOAP, WSDL...), IDEAs like Spring Tool Suite or IntelliJ, and designing websites with HTML, CSS, JavaScript, Bootstrap, Sass, Less, JQuery and Handlebars.
- **ASES Academy** Barcelona, Spain
Teacher Feb 2016 - Jun 2017
 - **Description:** Teacher of two subjects for university students: Data Structures and Algorithms and Operative Systems. I taught groups of students between 20 to 30 people.

PROJECTS

- **Wisebite:** An intelligent platform to manage your restaurant. It allows to create your commands, make a detailed study of your business, join your establishment to a customer network and, consequently, make your restaurant intelligent.
- **Cityfind:** Web application developed at CopenHacks, a hackathon situated in Copenhagen, which is organized by Microsoft. CityFind is a fun way to discover a city. By just entering the platform, you need to register a room and share its number with your friends. Once it is done, the creator of the room has the power to start the game. Each of the participants will get an SMS on their mobile phones with a countdown timer to find out where an object is hidden. They will have a particular time to find the object and take a photo of it. The photo will be validated by using MS cognitive services. If the photo is validated, the participant will earn points. The participant with more points wins at the end of the game.
- **Blunch:** From the tendency of collaborative economy Blunch arises. This platform allows its community to sell dishes or participate in a Collaborative menu by exchanging menus provided by each participant. Blunch provides an useful, intuitive and secure way to meet new people, reduce food waste and earn some money on the way.

SKILLS

- **Programming:** Java, C++ **Experience with:** Python, Ruby, Ruby on Rails, Javascript, Android, Flask, SQL, HTML, CSS, Git, Scrum, Hibernate, Spring, WebServices, API Design
- **Native:** Spanish, Catalan **Advanced:** English (General IELTS 6) **Basic:** French
- **Hobbies:** Photography, Soccer, Travel, Music, Guitar, Swim
- **Hackathon participation:** CopenHacks 2017, STARTHack 2017, Hackcon EU 2017