

# ANTONIO PRIEGO RAYA

Graduado en Ingeniería Informática en la Universidad de Granada.



## CONTACT

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☎ 643345932

📍 Córdoba, Andalucía

🏠 My portfolio

📱 @AntonioPriego

🌐 Antonio Priego Raya

## INTEREST

Software development

Backend

Linux

Video games development

Embedded systems

UI development

Hardware

Music

Videogames

Reading

## ATTRIBUTES

Resolute

Enthusiastic

Engaged

Persistent

Good at teamwork

Patient

Up-to-date

Humble

## ACHIEVEMENTS

🏆 Honours in my bachelor's thesis:  
*Device for handwriting detection by  
Deep Learning on an embedded system*

## LANGUAGES

Spanish **Native**

English **B2**

## OTHER QUALIFICATIONS

🎓 Programming BPs in Unreal Engine

🎓 ASP.NET MVC 6 Practical course

🎓 Agile development course

By Juan Julián Merelo (UGR professor)

🎓 English CEFR Level B2 (Trinity)

## ABOUT ME

Encouraged for my passion for hardware, I started my studies in computer engineering to learn about it, and I discovered my passion for other areas such as programming, operating systems or game development. Just as I have always been interested in Artificial Intelligence, interest that I have satisfied, in a way, through my bachelor's thesis; this and some other of my works are available in my portfolio and in my GitHub.

## 🎓 QUALIFICATION

📅 2015 - 2017  
📍 IES Inca Garcilaso  
Technology modality

**BACCALAUREATE**

📅 2017 - 2022  
📍 University of Granada  
Specialised in Hardware Engineering

**COMPUTER SCIENCE ENGINEERING**

## SKILLS

### Programming languages

C++

Python, C#, C, Bash, Java y Ruby

UE Blueprints Visual Script

HTML, CSS, Matlab, Dart y VHDL

C++ is my most used language and one of my favourites ones, along with C#, Python y Ruby.

### Some of my general knowledge

Embedded systems

Arduino (Nano Sense BLE 33), Econotag (At low nivel), Cypress SLP, etc.

UI development

QT, Flutter.

Operating systems

I have been working so long with Debian and I am into all the OS behaviour.

Videogame development

GDD best practices and development in Unreal Engine (4 and 5).

Computer graphics

OpenGL y Glut.

Git/GitHub

Artificial Intelligence

TensorFlow, Keras, neural networks, Deep Learning, conversational agents, etc.

Web development

ASP.NET, HTML, CSS, SQL, Bootstrap, Apache, Docker, etc.

## WHAT CAN I CONTRIBUTE?

I could bring my commitment, hard work and my desire to learn in order to be useful for the company and to improve myself as a professional. I work so well in teams where there is good atmosphere. I am quite committed to the projects I get involved in.

## WHAT AM I LOOKING FOR?

After finishing my studies in Computer Engineering, I am trying to find a company with a good atmosphere, in which to take my first steps professionally, work with a team and which offers me the chance to work on a long-term project.