



PROFILE

Multimedia Engineer.
Computer graphics and Virtual Reality as main fields of interest.

I consider myself a responsible and a creative person; with solving capacity, willingness to learn and motivated for new challenges. I feel passion for technology, research and innovation.

LANGUAGES

Catalan (native)

Spanish (native)

English (high)

COMPETENCIES

Solving capacity

Creativity

Responsibility

Organization


Team working

Proactivity

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 Driving license, car

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EDUCATION

- | | |
|-------------------|---|
| Now | Master in Innovation and Research in Informatics
<i>Universitat Politècnica de Catalunya, FIB, Barcelona.</i> |
| 2017-2021 | Multimedia Engineering
<i>La Salle, Universitat Ramon Llull, Barcelona.</i> |
| 2015- 2016 | Biotechnology (first course) •URV, Tarragona. |

UNIVERSITY'S MOST HIGHLIGHTED PROJECTS

Object oriented programming: Java, C++ environments, team projects.

Web development: e-commerce project.

Backend: virtual environment vagrant, language PHP, JavaScript and SQL.
Frontend: JavaScript, HTML5 and CSS.

Databases: SQL development (MySQL, PhpMyAdmin, etc.)

BBDD designing and programming.
Safety: statements and SQL injection.

Design and usability: User Experience.

Product and interface's design (UIs).
Usability tests.

Virtual Reality: upper extremities exercises for rehabilitation patients.

Virtual scene and monitored exercises.
Environment design, software programming and asset modelling.
Unreal Engine.

EXPERIENCE

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| 2021 | Everis. Barcelona
Internship. Digital Experience.

Graphics Developer
Web Developer.

Computer Graphics on the web. Improving user's 3D experience through web browsers: <ul style="list-style-type: none">- Babylonjs engine with TypeScript (WebGL).- Integration with React library.- Adobe Experience Manager frameworks. |
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TECHNICAL SKILLS

Programming languages

Databases

Local Area Networks

Usability (UX)

3D computer graphics

3D design and modelling

Animation

Digital image processing

Audio signal processing

TOOLS



2019-Now **La Salle URL. Barcelona**

Research Internship. Engineering department.

Functions

- Research in digital image's processing.
- Programming algorithms about processing pressure injuries images.
- Designing and programming the logics and the user interface.
- Working environment: Python.

2020 **Fira Barcelona, Arpo. Barcelona**

IT Technician. Mobile World Congress.

- LANs installation, configuration and checking.
- 2 weeks of experience despite the event's cancellation.

2016-2019 Combining studying with working:

FCBarcelona, Randstad. Barcelona

- Access control steward • 2018-19.

Costa Dorada Logistik GmbH. Berlin

- Warehouse assistant • Summer 2017.

La Boella, Grupo Reside. Tarragona

- Waiter • 2016-17.

COMPLEMENTARY EDUCATION

- Certificate in Advanced English (C1) • *Barcelona*, 2020.
- CISCO CCNA 1, Routing & Switching • *La Salle URL, Barcelona*. 2020.
- First certificate in English (B2) • *Reus*, 2014.

OTHERS

Fond of Virtual Reality

Developer of environments and virtual experiences; small sized VR projects.

Interested in Data Science

Currently, I voluntarily take part in a research project with the *Universitat Rovira i Virgili* (Reus and Tarragona), about data management and processing from NMR spectra.

Volunteering in *Parc Sanitari Sant Joan de Déu* (Sant Boi) • 2018-19

Course about basic computer science's skills to mental health patients.

Volunteering in *Banc dels Aliments*, Reus and Tarragona • 2014-2019

Member of the **scout group AEG Ben Enllà** (Reus). As an **instructor** the last two years • 2010-2016.