



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**
Universitat Politècnica de Catalunya, FIB, Barcelona.

2017-2021 **Multimedia Engineering**
La Salle, Universitat Ramon Llull, Barcelona.

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

2021 **Everis. Barcelona**
Internship. Digital Experience.

Graphics Developer
Web Developer.

Computer Graphics on the web. Improving user's 3D
experience through web browsers:

- Babylonjs engine with TypeScript (WebGL).
- Integration with React library.
- Adobe Experience Manager frameworks.
- VR and AR implementation by using WebXR.

TECHNICAL SKILLS

Programming languages

Databases

Local Area Networks

Usability (UX)

3D computer graphics

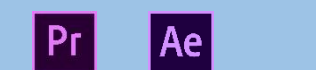
3D design and modelling

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.