# Manuel Martínez

COMPUTER ENGINEER

📞 +34 601-36-74-43

✉️ manuelmartinezderamon@gmail.com

🌐 https://condorbox.github.io/Portfolio/

## More Information

- Driver's License.
- Full Availability.

## Languages

**Spanish:**
Native.
**English:**
High proficiency.
**Catalan:**
High proficiency.
**Japones:**
Basic proficiency.

## Skills

Java

C#

C/C++

Rust

Python

HTML/CSS

JavaScript

Unity

Unreal Engine

PostgreSQL

SQLite

Git

Microsoft Office Suite

## About me

I am a highly motivated individual with a strong academic background in computer engineering, specializing in software engineering and computational mathematics. I excel in teamwork and communication skills, and I believe I have a great capacity to adapt to new situations. I have demonstrated my ability to learn quickly through academic projects, and I have a particular interest in video game programming. Although I lack work experience, I am excited to apply my skills in a professional environment, continue to develop myself, and take on new challenges.

## Academic Background

**Bachelor's Degree in Computer Engineering**
Jaume I University | 2020 - Present
Sejong University Mobility Program in Seoul, South Korea during the 4th year.

**Bachelor's Degree in Computational Mathematics**
Jaume I University | 2022 - Present

## Volunteer Experience

**AFS Intercultura**
Volunteer Network for Exchange Students | 2016 - 2019
Exchange Program in Japan | 2018

## Formación Complementaria

**Food Handler Course:**
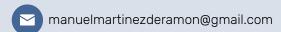**Prepared Meals/Retail Food**
Food Safety Consultores | 2020
- I learned to maintain strict personal hygiene, prevent contamination between raw and cooked foods, and understand the importance of storing products at safe temperatures. I also acquired skills in proper handling of utensils and equipment, pest prevention, food labeling, and compliance with food safety regulations.

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## Experiencia Laboral

**Computer Engineer - Professional Internship**
Ambimetrics | February 26, 2024 - Present

- In my role at Ambimetrics, I am developing an online platform for managing wargame campaigns, enabling users from different locations to participate in real-time strategic games. The platform facilitates the creation, management, and visualization of campaigns, with a special focus on implementing an interactive map for planning strategic movements.

**Technologies Used:** Python, SQLite, HTML/CSS, jQuery, Web2py Framework, SVN, and Kanban.