Carlos López Martínez

R&D Engineer

Embedded Systems Engineer for synchronization and space systems.

Graduated in computer engineering, knowledge in microcontroller programming, embedded systems and desktop applications. I am characterized by my facility for teamwork and my enthusiasm to learn and develop my skills.

At the same time developing personal projects based on Graphical **programming and development of embedded systems.**

Additional knowledge in **Bash, Linux, Git** and briefly **Qt, VHDL**.



Experiencia

R&D Engineer / Embedded Systems Developer

2024-09 -Present

Develop, build and test software. Create

solutions for space and synchronization systems.

My work ranges from creating, updating and continuously improving existing systems based on TSN and C projects to automating key tasks of a project.

Also, to make technical documentation based on European standards.

Embedded software developer

Safran · Internship

Safran · Developer 1

2024-04 *-*2024-09

Jointly develop, build and test software, topologies and systems.

My work ranges from upgrading and continually improving existing systems to automating key tasks.



2019-09 - Computer Science, Degree in Computer Engineering

University of Granada, Granada





Profile



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Electroner

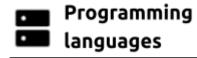


clm2k1



Skills

- Ability to work under pressure
- Flexibility and adaptability
- Punctuality and commitment
- Good leadership skills



C++, C, Bash, Git, Java.



Spanish - Native **English -** C1

Driving license - B

Update: 11 - October- 2024