

# Carlos López Martínez

## University student

**Student in the degree in Computer Engineering**, currently finishing the Bachelor's Final Project with a great interest in graphical programming, microcontroller programming and desktop applications. I characterize myself for my ease of teamwork and my enthusiasm for learning and developing my skills. Looking for a job opportunity to gain more experience.

Also developing personal projects based on **Graphic programming and development of embedded systems**.

I have programmed for over 3 years in **C++/11-17**.

In addition to knowing **Bash, Linux, Git** and briefly **Qt, VHDL, SCL, SQL** and **JavaScript**.



## Education

2019-09 -  
Present

### Computer Science, Degree in Computer Engineering

University of Granada, Granada



## Projects

2023-07 -  
Present

### Programmer-Electronics

Human interface device - Keyboard.

**Programming and improvement** of the previous project. Adding many more features, new interface and more connectivity.

[Link to project](#)

2022-09 -  
Present

### Programmer C++/OpenGL Feather Image Editor

Image editor based on Paint, extending some features considered basic.

[Link to project](#)

2021-06 -  
2022-10

### Developer

Human interface device - Keyboard.

**Programming, design and manufacture** of a fully functional keyboard with response time equivalent to a commercial one.

[Link to project](#)



## Profile



[clm2k1@gmail.com](mailto:clm2k1@gmail.com)



+34 637905278



[Electroner](#)



[clm2k1](#)



## Skills

Ability to work under pressure

Flexibility and adaptability

Punctuality and commitment



## Programming languages

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



## Languages

**Spanish** - Native

**English** - C1

**Driving license** - B