Ferran Iglesias Barenys

Software engineer

Contact

ferranib00@gmail.com
(+34) 722202912
GitHub
08029, Barcelona

Education

Finishing my Degree in Informatics Engineering at Facultat d'Informàtica de Barcelona, UPC. (Completed 208 of 240 ECTS)

Objective

I am a last year student at FIB. I enjoy programming and carrying out software projects as part of a team.

I took last year at Politecnico di Milano, in Italy, thanks to the Erasmus programme.

I am currently looking to take internships with the aim of getting educated as a professional, learning about the technologies in use today, and improving my project development skills.

Languages

- **Spanish and Catalan:** Native
- **English:** High level in speaking, listening, writing, and reading
    - Certificate: C1
    - TOEFL score: 110 out of 120

Languages and Technologies

Educated in:

- C
- C++
- Java
- Android and Kotlin
- Flutter and Dart
- SQL and databases

Have also worked with:

- x86
- Unity and C#
- Ruby (on Rails)
- Python

Knowledge in

- REST APIs
- Agile project management (Scrum)

Relevant projects

Social network for safely organizing and joining outdoors activities during the pandemic: *OFF-Home*

Frontend developer

Android application developed using Kotlin, with a backend developed using JavaScript; as part of a team consisting of 4 frontend programmers and 3 backend programmers using Scrum methodology. For the *Software engineering Project* course at FIB, UPC.
February - June 2021.

[Frontend repository on GitHub](#)
[Complete project on GitHub](#)
[Scrum project organization on Taiga](#)

Social network meant for sharing travelling experiences: *Wanderer*
Developer

Cross-platform application (for Android, iOS, and web) developed using Flutter and Dart as part of a two-person team; for the *Design and Implementation of Mobile Applications* course at Politecnico di Milano, Italy.
December 2021 - February 2022.

[Repository on GitHub](#)

Racing videogame for PC and Mac: *Formula Craft*
Programmer

Videogame developed using Unity and C# as part of a team consisting of 4 programmers and 2 designers for the *Videogame Design and Programming* course at Politecnico di Milano, Italy.
October 2021 – February 2022

[Release site](#)
[Repository on GitHub](#)

Web application: Hacker News clone
Programmer

Web app developed using Ruby on Rails as part of a 5-person team for the *Web applications and services* course at FIB, UPC.
February - May 2021.

[Repository on GitHub](#)

Game about solving Kakuro puzzles

Developer

Desktop program developed using Java as part of a 4-person team for the *Programming project* course at FIB, UPC.
October 2020 - January 2021.

[Repository on GitHub](#)

Python simulator for measuring a field's production of oranges

Programmer

Project developed using Python as part of a two-person team for the *Simulation* course at FIB, UPC.
May – June 2021.

[Repository on GitHub](#)