

Ferran Iglesias Barenys

Software engineer

Contact

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[GitHub](#)

08029, Barcelona

Education

Finishing my Degree in Informatics Engineering at Facultat d'Informàtica de Barcelona, UPC.
(Completed 222 of 240 ECTS)

Work experience

Telespazio Ibérica

Junior programmer (internship)

November 2022 – March 2023

Objective

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

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

I am currently seeking a programming position in a company where I may also develop my Degree Final Project (TFG).

My main objective as a professional is to learn about the most promising new technologies and those most in use today; as well as developing my project development skills.

Languages

- **Spanish and Catalan:**
Native
- **English:** High level in speaking, listening, writing, and reading (C2 level)
 - Certificate: C1
 - TOEFL score: 110 out of 120
- **Italian:** very basic

Date of birth

29 December 2000

Nationality

Spanish

Languages and Technologies

Educated in:

- C
- C++
- Java
- Android and Kotlin
- Flutter and Dart
- SQL and databases (PostgreSQL and Oracle)

Have also worked with:

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

Knowledge in

- Git, Gitflow
- REST APIs
- Agile project management (Scrum)

Soft Skills

- Teamwork
- Commitment in projects
- Perfectionism

Relevant projects

Web application: *Interfaz SIE*

Junior backend programmer: development of features and bugfixes

Web application developed in .NET and Oracle following the MVC pattern, which interacts with external agents through the use of SOAP. For the client Enel (Endesa), at Telespazio Ibérica.

November 2022 – February 2023

Migration of the *Interfaz SIE* database from Oracle to PostgreSQL

Junior backend programmer

Manual translation of PL/SQL scripts into PL/PgSQL scripts; at Telespazio Ibérica.

February – March 2023

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 and Gitflow. It also uses Firebase for user authentication. Developed 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. It uses Firebase as its backend.

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, following the MVC pattern. It is complemented by a REST API documented on YAML. Developed 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](#)