

Website: ☐ <https://ignaciocazcarra.github.io/Portfolio/home>

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Ignacio Cazcarra

ABOUT

Hi, my name is Ignacio. I'm a software developer who is passionate about programming.

SKILLS

Languages: Java, Python.

Frontend tools: HTML, CSS.

Database: MySQL.

Frameworks: Spring Boot, Flutter.

Other: Git, Github.

PROJECTS

PATH-FINDER | [Code](#)

This Project has the purpose of showing how these algorithms work by visualising them. Given a starting and an ending point, it figures the shortest path between them. There are four different algorithms available (DFS, BFS, A* and Dijkstra). The user can draw & erase obstacles as well as move the starting/ending point anywhere inside the grid.

NXN MAGIC SQUARE SOLVER | [Code](#)

Implemented the backtracking algorithm to solve NxN matrix using numbers from 1 to N. A matrix is considered solved only if there are no repeated numbers in the board and if the sum of all the horizontal, vertical and diagonal lines is the same.

STABLE MATCHING | [Code](#)

Implemented Gale-Shapley Stable-Matching algorithm. Implemented & designed a GUI for the visualisation.

EDUCATION

UNIVERSITY OF LANUS | DEGREE IN SYSTEMS

2018 – PRESENT

FIRST CERTIFICATE IN ENGLISH | UNIVERSITY OF CAMBRIDGE

LANGUAGES

- Spanish
- English