

# Jorge Arévalo Fernández

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## EDUCATION

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- **University of the Basque Country (UPV/EHU)** Donostia, Spain  
*Informatics Engineering; Third-year student* Sep 2023 – Present
  - **ICPC Contestant:** Participant in the ICPC Southwestern Europe Regional Contest (SWERC), demonstrating advanced problem-solving, teamwork, and algorithmic skills in a prestigious competitive programming event.
- **Aldapeta María Ikastetxea** Donostia, Spain  
*High School Diploma in Science, with Honors (9.95/10.0)* Sep 2021 – Jul 2023

## SUPPLEMENTARY EDUCATION

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- **Francisco de Vitoria University** Madrid, Spain  
*Program Becas Europa (Europe Scholarships) XVIII* Mar 2022 – Feb 2023
  - **Leadership Development:** Selected as one of the top 200 pre-university students in Spain, engaging in an intensive program designed to develop leadership skills through academic, political, and cultural experiences.
  - **Academic and Cultural Insights:** Attended conferences and met influential figures in Spain from various sectors, broadening academic and cultural horizons.
  - **Networking:** Connected with future leaders in Spain, expanding a network of talented and driven young professionals.
- **Huerta del Rey Centre for Psychology and Education** Valladolid, Spain  
*Summer Courses, recognized by the European Talent Support Network (ETSN)* Jul 2011 – Jul 2023
  - **Debates:** Developed critical thinking, persuasive communication, and adaptability through structured debates and public speaking.
  - **Robotics:** Acquired practical experience in programming, strengthened problem-solving skills, and fostered creativity through designing and optimizing robotic systems.

## PROJECTS

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- **Cache Memory Simulator:** Developed a terminal-based Java program to simulate the behavior of an L1 cache, modeling cache operations such as data retrieval, cache hits and misses, and eviction policies.
- **Nintendo DS Game:** Designed and developed a Nintendo DS game in C using devkitPro toolchains, emphasizing low-level programming skills. Learnt about rendering and synchronization of peripherals, gaining a deep understanding of its hardware architecture.
- **Sports Centre Management Software:** Developed a terminal-based Java program for managing buildings, fields, machines, and timetables of a sports center. Gained in-depth knowledge of object-oriented programming (OOP), input/output (I/O) operations, exception handling, and data structures to improve the program's functionality and robustness.
- **Home Automation:** Engineered an advanced smart home system utilizing open-source platforms and wireless protocols. Demonstrated expertise in IoT device integration, sensor networks, and automation of lighting, climate, and security. Showcased strong skills in system architecture, connectivity, and user experience design.

## EXPERIENCE

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- **Polymat** Donostia, Spain  
*Research intern* Jun 2022 – Aug 2022
  - **Laboratory Protocols:** Gained expertise in laboratory protocols, ensuring accurate and efficient experimental procedures.
  - **Research Documentation:** Thoroughly documented research processes in lab notebooks, following best practices for scientific record-keeping and ensuring reproducibility.

## SKILLS

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- **Programming Languages:** Java, C, C++, SQL, Shell      **Technologies:** Git, OpenMP, Pthreads, Maven

## LANGUAGES

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**English:** C2 (Proficiency)

**Spanish:** Native

**French:** B2 (Intermediate)

**Basque:** Native