

# Jorge Arévalo Fernández

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## EDUCATION

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- **University of the Basque Country (UPV/EHU)** Donostia, Spain  
*Informatics Engineering; Second-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:** Developed a smart home system using open-source platforms and wireless protocols to automate lighting, temperature, and security. Integrated sensors and devices for remote control and monitoring via mobile and web interfaces.

## 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++, Ada, SQL, Bash      **Technologies:** Vim, Git, OpenMP, Maven

## LANGUAGES

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**English:** C2 (Proficiency)

**Spanish:** Native

**French:** Intermediate

**Basque:** Native