Jorge Arévalo Fernández
jorjai.net

Email: jorjai@jorjai.net
Mobile: +34 684 15 07 02

EDUCATION

- **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

- **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

- **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

- **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

- **Programming Languages**: Java, C, C++, Ada, SQL, Bash   **Technologies**: Vim, Git, OpenMP, Maven

LANGUAGES

English: C2 (Proficiency)   **Spanish**: Native   **French**: Intermediate   **Basque**: Native