



Pablo Marcos López
Computational Biotechnologist

MY PROFILE

Website
<http://pablomarcos.me>

Email Address
contact@pablomarcos.me

LANGUAGES

English
Cambridge English May 2016

Level: C1 | Reading: C2 | Listening: C1
Grammar: B1 | Vocabulary: C1

Spanish
I am a native speaker, as I was born in Madrid.

German
I have basic knowledge (Level A1) of German

French
Université Grenoble Alpes August 2020

Nivel: B2.1 | Lectura: C2 | Escucha: C1
Gramática: B1 | Vocabulario: C1

SOFT SKILLS

Team Work	Flexibility
Writing Skills	Creativity
Public Speaking	Storytelling

HOBBIES

Poetry
Free Software
Editing Wikipedia
OpenStreetMap
Open Source Licensing
Volunteering

WORK EXPERIENCE

Universidad Politécnica de Madrid
Trainee (June 2020 - March 2021)

During the "From Game to Theory" collaborative grant, I helped program **"Who's that Function"**, an interactive game that teaches students the basics of functions and their properties with the dynamics of the 'Guess Who?' series.

In January 2021, I was rehired to redesign the website of the scientific journal of the Educational Innovation Group "Pensamiento Matemático", where I helped to transition their journal's website to wordpress.

Traineeship in the Nephrology Unit of CHU Grenoble
Programmer (April 2021 - July 2021)

As part of this final year internship, on which I have based my TFG, we have developed a programme in Python and R that analyses the effects of different concentrations of Tacrolimus on kidney transplant survival.

EDUCATION

UP Madrid & INSA Lyon
Degree Degree in Biotechnology (September 2017 - July 2021)

Competences and skills acquired in the degree:

- To evaluate and discern the different molecular mechanisms of living beings, and develop alternative and novel solutions to biological problems.
- To design and carry out experiments independently and describe, quantify, analyse and critically evaluate the results.
- To develop and manage business projects and R&D&I projects.

I have also participated in an ERASMUS, which helped me to improve my French skills and explore other areas of knowledge, such as computational biology.

HARD SKILLS

Python Scripting
<https://codeberg.org/FlyingFlamingo/BioPython-Analyzer>

I have advanced knowledge of Python as a language in general, and BioPython as a package in particular, especially when applied to computational biology.

Video Game Development using Godot
<https://codeberg.org/FlyingFlamingo/Whos-That-Function>

I have used the Godot Engine as part of the game 'Who's That Function', as I mentioned earlier.

PROJECTS

Season of KDE 2021
https://community.kde.org/SoK/2021/StatusReport/Pablo_Marcos

I've helped revamp the website of Okular, the universal document reader of the KDE Project, using Carl Schwan's aether-sass theme.

Representative in the Dept. Council @ UPM

I have been part of the Council of the Department of Biotechnology-Plant Biology at ETSIAAB-UPM, where I have participated in decision-making with voting rights.

CoViD-19 modelling using Python
<http://oa.upm.es/67410/>

This paper, which analyses the impact of movement restrictions on the first wave of CoViD-19 in Spain, has been published in the Proceedings Book of the 2021 Congress of Biotechnology Students