



## Adrià Cadena Rubio

Audiovisuals Systems Engineer



15 March 1995



Barcelona, Spain



+34 636003039



[adria-cadena-rubio](#)



[Minichain](#)



[adriacadenarubio@gmail.com](mailto:adriacadenarubio@gmail.com)

## Skills

Signal Processing



Java



Android



Musical skills



Graphic Skills



Physics



Maths



C and C++



OpenGL



Kotlin



Machine / Deep Learning



Management



## About Me

I am an engineer passionate about computing, maths, physics and art. Working on things that combine these disciplines together is my passion. I spend my free time playing music on my guitar, programming whatever comes to my mind, learning new stuff or playing video games. Right now I am focused on improving my programming skills, since I think it is a very interesting way to apply my engineering skills.



## Education

- 2013-2019 Bachelor's degree [Universitat Pompeu Fabra](#)  
[Audiovisual Systems Engineering](#)
- 2011-2014 English level certificate. [EOI Vall d'Hebron](#)  
EOI 3rd, 4th and 5th English level certificate.
- 2011-2013 High School [Sagrada Familia Horta](#)  
Technological Itinerary



## Projects

- 2020-Now [Link to the projects](#)  
Currently I am working on some projects related to rendering graphics in real-time in order to improve my understanding on how softwares like video games are made.
- 2018-2019 Final Degree Project [Universitat Pompeu Fabra](#)  
My bachelor's degree final project (TFG) was about an Android application with real-time musical chord recognition features. You can find more information about this project and its source code [here](#), on Github. I was rewarded with an excellent (9/10) for this project.
- 2014-2018 [Goodfellows](#) (Pop-Rock Band)  
While I was studying my Bachelor's, I started working on a musical project. I met some musicians on the internet and I joined their band. We started composing and playing in many places around Barcelona.



## Experience

- 2017-2020 Android Developer [Genaker PTT](#)  
For almost two years and a half I worked developing a Critical Mission Push To Talk Android Application. From its backend to its frontend.



## Languages

- |         |               |
|---------|---------------|
| English | Fluid         |
| Catalan | Mother Tongue |
| Spanish | Mother Tongue |