Adrià Cadena Rubio

Audiovisuals Systems Engineer

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Skills

Signal Processing

Android

Physics

Maths

Game Dev

Musical skills

Graphic Skills

Machine / Deep Learning

Management

Tools

Java, Kotlin, C, C++, Python, Android Studio, OpenGL, GLSL, LWJGL, HTML, CSS, JavaScript, Matlab, Octave, Adobe Photoshop, Sony Vegas...

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 knowledge in engineering.

Education

2013-2019	Bachelor's degree Audiovisual Systems Engineering	Universitat Pompeu Fabra
2011-2014	English level certificate. EOI 3rd, 4th and 5th English level certificate.	EOI Vall d'Hebron

Projects

2020-Now — Link to 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.

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

2020 — IT Teacher — Scratch BCN

Programming, 3D printing and Robotics High School Teacher.

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