



Adrià Cadena Rubio

Audiovisuals Systems Engineer



My Website



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Barcelona, Spain



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Minichain



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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 Universitat Pompeu Fabra
Audiovisual Systems Engineering

2011-2014 English level certificate. EOI Vall d'Hebron
EOI 3rd, 4th and 5th English level certificate.



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, such as 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
Lead guitarist in a Pop-Rock Band.



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
Catalan
Spanish
Fluid
Mother Tongue
Mother Tongue