

Paco Algar Muñoz

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ABOUT ME

Passionate about technology and computer science, I am known for my curiosity and self-taught mindset. I enjoy taking on new challenges and continuously expanding my skill set. I have developed personal projects outside academic and professional settings in a variety of areas, including artificial intelligence (AI), web development, systems programming, and game development.

EDUCATION

University of Córdoba

B.S. Computer Science and Engineering

Sep. 2021 – Jun 2025

Córdoba, Spain

Munster Technological University

Erasmus Program

Sep. 2024 – Dec 2024

Cork, Ireland

SKILLS

Soft Skills: Teamwork, Strong organizational and time management skills, Self-motivated and committed to continuous learning, Problem-solving mindset, High sense of responsibility

Technical Skills: Artificial Intelligence, Machine Learning, Data Science, Web Development, Game Development, Databases, CI/CD, Data Structures, Time Series Analysis, Recommender Systems

Languages: Python, Rust, C, C++, Java, JavaScript, TypeScript, SQL, LaTeX, PHP

Technologies: Git, PyTorch, PyTorch Lightning, TensorFlow, Laravel Framework, Scikit-learn, NumPy, Pandas, Matplotlib, MySQL, SQLite, PostgreSQL, TimescaleDB, React, Astro, Spring Boot Framework, FastAPI, Docker, RayLib, Bevy Engine

EXPERIENCE

Internship in Computer Engineering

Magtel

Feb 2025 – May. 2025

Córdoba, Spain

- Development of AI algorithms for prediction
- Implementation of models for digital twins
- Web development for information display
- Preparation of technical documentation on algorithm development, construction, and testing
- Support for specific departmental projects
- Assistance in preparing new R&D proposals

LANGUAGES

Spanish

Native

English

Advanced

PROJECTS

UcoRecSys | *Application of recommendation systems in educational settings.* | Python

- <https://github.com/Pacatro/UcoRecSys>

MiniNN | *A minimalist Deep Learning crate for the Rust programming language.* | Rust

- <https://github.com/Pacatro/mininn>

RayLife | *A simple implementation of the Conway's Game of Life using RayLib.* | C

- <https://github.com/Pacatro/raylife>

Pong | *The classical videogame Pong implementing with the Bevy Engine.* | Rust

- <https://github.com/Pacatro/pong>

Pseudocode interpreter | *Implementation of a pseudocode interpreter.* | C++

- <https://github.com/mayumar/Interprete-pseudocodigo>

Summer Camp | *Web-based system for summer camp management.* | Java

- https://github.com/Pacatro/summer_camp

Battleship | *Implementation of a multiplayer TCP/IP server for playing Battleship.* | C++

- <https://github.com/mayumar/Battleship>

ML Models | *Implementation of different models for solving Machine Learning problems.* | Python

- <https://github.com/pathsko/Modelos-AA>

Metaheuristics | *Implementations of different metaheuristics for solving ML problems.* | Python

- <https://github.com/pathsko/Metaheuristicas>

ACTIVITIES

Participant in the AdaByron Programming Competition

2025

University of Córdoba

Córdoba, Spain

- Selected as one of the university's representatives in a regional competitive programming event focused on algorithm design and problem-solving.
- Collaborated in a team environment to tackle a series of complex algorithmic challenges under time constraints using C++ and Python.
- Strengthened skills in data structures, dynamic programming, and efficient code implementation.