

# Paco Algar Muñoz

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## ABOUT ME

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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

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### University of Córdoba

*B.S. Computer Engineering*

Sep. 2021 – Jun 2025

*Córdoba, Spain*

### Munster Technological University

*Erasmus Program*

Sep. 2024 – Dec 2024

*Cork, Ireland*

## SKILLS

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**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

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### 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

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### Spanish

*Native*

### English

*B2 Level*

## PROJECTS

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

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

**MiniNN** | *A minimalist Deep Learnig 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](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

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### 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.