Pere Ginebra

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EDUCATION

Sept 2022 - Present	**DTU – Technical University of Denmark** (Copenhagen, Denmark)
	Master's degree in Computer Science and Engineering (120 ECTS) AI and Algorithms track, with multiple Machine Learning courses.
Jan – Jul 2022	**KTH - Royal Institute of Technology** (Stockholm, Sweden)
	Exchange studies: Degree project in Computer Science on artificial neural networks and a master's level course in Information Visualization.
2018 - 2022	**UPC - Universitat Politècnica de Catalunya, BarcelonaTech** (Barcelona, Spain)
	Bachelor's degree in Computer Science (4 years/240 ECT credits). Honors courses: Introduction to Software Engineering.
2016 - 2018	**La Farga School** (Mira-Sol, Barcelona, Spain)
	Pre-university studies. Development of a simple encryption program in the C programming language as a final project.

LANGUAGES

English: Fluent, C1 level (TOEFL score of 113/120).
Spanish: Native
Catalan: Native
Danish: Extremely basic

PROFESSIONAL EXPERIENCE

September 2022 – Present	**CLUSTER FOR MOLECULAR IMAGING, KU** (Copenhagen, Denmark)
	Data Science student assistant
	Working on automating image processing, data extraction and other tasks through Machine Learning and other technologies in this preclinical imaging lab at Copenhagen University. This includes automatic 3D image segmentation, expanding a library for faster annotation, and other computer vision tasks. Mostly in Python.
June - August 2018	**FUSTES SOLANELLAS S.A.** (Terrassa, Barcelona, Spain)
	Office assistant
	Updated internal pricings and logistic data. Worked closely with the accounting department and helped with other day-to-day tasks in the office-warehouse of this wood distribution company.

July –	**SPRING CANYON CONFERENCE CENTER** (Buena Vista, Colorado, USA)
August	Hostelry
2017	Worked as a maintenance, cleaning, and food service assistant in this family vacation/retreat center. I worked directly with clients when serving food and did physical work in maintenance and while cleaning/preparing the rooms.

SKILLS

GitHub: github.com/PereGinebra
Web/portfolio: pereginebra.github.io
Programming languages:
- **Advanced:** Python, C++, Java. Can easily adapt to other similar languages.
- **Self-taught:** HTML + CSS, JavaScript (+ React and D3.js), C#, (C).
- **Some experience:** C, Haskell, Prolog, MatLab, R, SQL, Assembly, PDDL, OpenGL, OpenMP.

Programs: Jupyter notebooks, Unity game engine, GIT, Linux and bash, Microsoft Office suite (excel, word, powerpoint…), GIMP (image editing), FL studio (music creation), Protégé (ontology creation), etc.

Recent Projects:
- CMI Projects:
    - Total Mouse: Automatic mouse organ segmentation using Machine Learning.
    - Napari Labeller: expanded the napari image viewer for faster manual segmentation.
    - OCR tasks: Optical character recognition for software or displays in the lab.
- Bachelor's Thesis: Study on the image classification results of Convolutional Neural Networks using different architecture designs. Using python with PyTorch, pandas, Matplotlib and scikit-learn.
- DwarfViz website: group project for the Information Visualization course at KTH. Display data from a game world. Used HTML, CSS, JavaScript, React and D3.js. https://www.dwarfviz.com/
- Chicken Run game: 3D runner/scroller game in the Unity game engine (using C#). Pair project for the video games course at UPC.
- My Portfolio: Simple website using HTML, CSS, and JavaScript. https://pereginebra.github.io/

ABOUT ME

I'm a perfectionist and a hard worker who enjoys seeing a project take shape and be polished to the final detail. I often find myself dedicating long hours to projects that spark interest in me. I'm also a naturally curious person; I like learning new things and listening and working with people with different ideas, interests and ways of working to mine, especially when they show their passion for them just like I do.

In a job I look for: Real world experience, learning from more seasoned colleagues, contributing with my own work and point of view, and growth in general both as a person and a computer scientist. Problem solving is what brought me to programming and later to study Computer Science, I want to keep applying and developing it in my future career.

Some of my interests include: tech, video games, music, sci-fi/fiction, fitness/working out, traveling, learning about different cultures, interesting facts and data (and looking for patterns within them).