

Pere Ginebra

Address: Körsbärsvägen 5, 1407, Stockholm

Phone: (+34) 620 748 474

E-mail: pere.ginebra@gmail.com



EDUCATION

- 2016 - 2018 **La Farga School (Mira-Sol , Spain).**
Pre-university studies. Development of a simple encryption program in the C programming language as a final project.
- 2018 - Present (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.
- 2022 - Present **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.

LANGUAGES

Catalan: Native

Spanish: Native

English: Fluent, C1 level (TOEFL score of 113/120). Learned throughout various stays in the USA and during my exchange studies in Stockholm.

French: Very Basic

PROFESSIONAL EXPERIENCE

- July – August 2017 **SPRING CANYON CONFERENCE CENTER** (Buena Vista, Colorado, USA)
Hostelry
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.
- June - August 2018 **FUSTES SOLANELLAS S.A.** (Terrassa, Spain)
Office work
Updated internal pricings and logistic data using excel spreadsheets. Worked closely with the accounting department and helped with other day-to-day tasks in the office-warehouse of this wood distribution company.

SKILLS

GitHub: github.com/PereGinebra

Web/portfolio: pereginebra.github.io

Programming languages:

- **Well known:** Python, C, C++, Java. Can easily adapt to other similar languages.
- **Basic knowledge:** Haskell, Prolog, MatLab, R, SQL, Assembly, PDDL, OpenGL, OpenMP.
- **Self taught:** HTML + CSS, JavaScript (+ React and D3.js), C#, (C).

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

Computer Science skills: Basic computer engineering concepts, basic software engineering knowledge (UML, OOPrograming in teams, unit tests, three-tier architecture...), machine learning, computer vision, AI, video game development, multi-agent systems, computer graphics, theory of computation, logical programming, algorithms, programming paradigms...

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.

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)...