Pere Ginebra

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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 (240 ECTs). Honors: Introduction to Software Engineering.
2022 - Present	**KTH - Royal Institute of Technology (Stockholm, Sweden).**
	Exchange studies: Degree project in CS 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, mainly one during my 5th grade school year (2010/11) in Madison, Wisconsin and others in Colorado. I have also taken several university courses in english.
French: Basic
Swedish: Very basic

PROFESSIONAL EXPERIENCE

July – August 2017	**SPRING CANYON CONFERENCE CENTER** (Buena Vista, Colorado, USA) Hostelry Worked as a maintenance, cleaning and food server 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.

ADDITIONAL SKILLS

GitHub: https://github.com/PereGinebra
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, C#, (C).

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

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, basic quantum computing knowledge…

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 to grow 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 it)...