

# Pere Ginebra

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Web/portfolio: <https://pereginebra.github.io/>



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## EDUCATION

- 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.
- 2018 - Present **UPC - Universitat Politècnica de Catalunya, BarcelonaTech** (Barcelona, Spain)  
(2022) 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.

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## LANGUAGES

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

**Spanish:** Native

**Catalan:** Native

**French:** Very Basic

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## SKILLS

### Programming languages:

- **Advanced:** Python, C++. Can easily adapt to other similar languages.
- **Self-taught:** HTML + CSS, JavaScript (+ React and D3.js), C#.
- **Some experience:** Java, 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), Elasticsearch, etc.

**Computer Science skills:** machine learning, computer vision, AI, logical programming, algorithms, programming paradigms, basic computer engineering concepts, basic software engineering knowledge (UML, OOP, unit tests, three-tier architectures...), video game development, multi-agent systems, computer graphics...

### Recent Projects:

- Degree Project: 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/>
- Kakuro game: Desktop kakuro game group project. For the Programing Projects course at UPC. Developed using Java. <https://github.com/PereGinebra/PROP-Kakuro-75>

## ABOUT ME

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I'm 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 and learning about different cultures, interesting facts and data (and looking for patterns within them)

## PROFESSIONAL EXPERIENCE

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June - August 2018	<b>FUSTES SOLANELLAS S.A.</b> (Terrassa, Barcelona, Spain) Office work 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 – August 2017	<b>SPRING CANYON CONFERENCE CENTER</b> (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.