



SKILLS

PROGRAMMING:

- **C++ and Java** used to implement executables involving GUIs, networking and computing.
- Used **Unity** and **C#** to implement a racing game for Android (Drift Poly) and a Zombie game demo.
- Used **JavaScript, Flask, Python**, HTML and CSS to fully implement a Web Application to check on Blind People.

SYSTEM ADMINISTRATION

- **Google Cloud Platform, nginx, ModSecurity** and **SSL** used to host websites and web apps securely using cloud VMs.
- Used **Linux** for many hours when doing university case studies and personal projects.

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CYBERSECURITY AND NETWORKING

- **Kali, nmap, ghidra, BurpSuite** and **WireShark** used in CTFs and pentesting.
- Implemented several W10 backdoors using **C, Python** and syscalls.
- Used **CISCO** packet tracer to set up and configure routers and networks.

EDUCATION

UNIVERSITAT POLITECNICA DE CATALUNYA

Bachelor's Degree in Informatics Engineering Student

2018-2022

CAMBRIDGE

First Certificate in English

2018

PROFILE

Technical computer engineer student with skills working with cybersecurity, robotics, software development and system administration. Good at learning how to use new technologies. Experience teaching IT and Mathematics. Looking for a place to learn and grow as an engineer and human being.

EXPERIENCE

ENGINEERING TUTORING Freelance

December 2018 - Present

- Teaching linear algebra, calculus, physics, hardware theory and programming online to 3 students.
- Taught lessons for Batxillerat, Informatics Engineering and Industrial Engineering students.

EXTRACURRICULARS

HACKUPC 2022 github.com/PolGs/Cognito

- Developed a real time health monitoring web app
- Implemented backend using Python and Javascript.
- Software was capable of detecting and notifying a human fall.

SENSORIAL Lead Game Developer

- Developed a first-person zombie game demo
- Used to test sensorial chairs (SPTBCN)
- Accomplished vibration control using audio modules

KAKUROS! github.com/PolGs/Kakuro

- Developed puzzle game using Java and Swing.
- Implemented algorithm that generates Kakuros and solves them.
- Implemented GUI to play the game and even input new Kakuros.

DRIFTPOLY github.com/PolGs/DriftPoly

- Developed racing game with drift mechanics using Unity.
- Programmed car controller, vehicle customization and saves.
- Intention to publish on GPlay but I lacked funds so the project is paused.

TAUX github.com/PolGs/TaulaMobil

- Built an auxiliary remote control table to aid handicapped people.
- Implemented algorithm to control the table with a smartphone.
- Functionality was accomplished but the components were too heavy



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github.com/polgs



app.hackthebox.com/profile/1041413