

Pol Surriel

Front-end Software
Engineer

Contact



(34) 601083031



psurrielm@gmail.com



linkedin.com/in/psurriel



polsurriel.github.io

Education

In progress (75%)

Software Engineering Degree,
Universitat de Barcelona

Barcelona

June 2019

Posgrade IT Project
Management, Universitat
Autónoma de Barcelona

Barcelona

June 2018

CFGS Web Development,
Institut Jaume Balmes

Barcelona

June 2016

CFGM Computing SMR, Institut
Jaume Balmes

Barcelona

Courses & Certifications

Data Visualization for
Business Intelligence

Platzi Credential ID

7376c597-a1a3-4bda-98cb-bff5febad84e

Profile

Hi! I'm Pol Surriel. Software developer with experience in IT Project Management. For me, a deep understanding of the culture, values, and infrastructure of an organization is essential to achieve efficient integration, productivity, and communication. I present good algorithmic problem solving, fast error diagnosis, a very high level of proactivity and enthusiasm, human contact, and ease of creating and conceptualizing complex software structures.

Professional Experience

May 2022 – Present

Barcelona (remote)

Web Front-end & Android development trainer at FCI

- Provide instruction and support to individuals or groups who are learning how to develop Android applications. This may include teaching basic coding and development concepts, helping students to set up their development environment, and providing guidance on best practices for developing Android applications..

December 2021 – June 2022

Barcelona

Trainer of Unity, Android & Project mentor at Institut Tecnològic de Barcelona

- At ITB, I was in charge of instructing my students in technologies such as Unity, Android Studio, basic programming (Kotlin) and P5js.
- I also was a mentor and tribunal member for projects that require a high mathematical load.
- One of my contributions has been to modify the syllabus by adding content on the internal workings of game engines, advanced optimization techniques and implementation techniques for behavioral AIs

Month 20XX – Month 20XX

Barcelona
(remote)

Unity Software engineer at Surreal Boost S.L.

- My development tasks were in graphics programming, gameplay programming and complex behavioral AIs.
- Proactively negotiate with more than 10 external stakeholders, obtaining direct access to incubation programs and grants, mentorships from important companies like LinceWorks.
- Reduce the risk deduction of investment by facilitating a healthy development process history and actively participating in the business plan development.
- Recruit and lead a cross-functional high-performance team. I have been in charge of two different teams (formed by 8 and 5 people respectively).

Professional Git & Github

Platzi Credential ID

0169dcbd-c061-4343-bd43-8a8c66976895C

Professional Python

Platzi Credential ID

8dd19779-07e6-40e0-bf86-d3c98524d4df

Professional Neural

Networks with

Tensorflow

Platzi Credential ID

3caf1acd-1508-4d66-9810-bcce93af755c

CNNs with Python Keras

Platzi Credential ID

bbec9846-7047-41fe-99b8-d55d6b8fe206

Angular Front-end

Platzi Credential ID

4f03eaf5-eb5a-4f39-a28e-61bc62c9f5c5

Linear Algebra with

Python

Platzi Credential ID

4f03eaf5-eb5a-4f39-a28e-61bc62c9f5c5

Awards

July 2018

EUG (UAB) & SIGMA: Helping Universities Succeed, Forgmació BCN. Best student grant

May 2022 – Present

Barcelona

Java back-end developer internship at SIGMA, helping universities succeed

- During my Internship at SIGMA I mainly worked in Java Backend projects adding new features or fixing bugs.
- Internship ended with a job offer.

December 2021 – June 2022

Barcelona

Front-end web developer internship at IndianWebs

- Development of more than 30 web projects using technologies such as Bootstrap, NodeJS, Typescript, Wordpress or Prestashop
- I used to directly talk with the clients, understanding the needs of their projects and discussing with the team how it would proceed.