
GUILLERMO SEGOVIA FERNANDEZ



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INTERESES

In computer science I am especially attracted to data analysis, machine learning and web development.

APTITUDES

Hardworking and committed. Ease of learning and study. I am also a scout with all that that entails: teamwork, decision making, coordination.

<http://forbes.es/business/9291/por-que-contratar-a-una-persona-que-haya-sido-scout/>

WORK EXPERIENCE

Talentum internship at Telefonica (July 2021-Present)

IA & Full Stack internship in a fast prototyping team.

Extracurricular internship at Accenture (Jan-May 2020) in a Big Data project for a great Teleoperator.

Development of proofs of concept with Java and technologies such as Quarkus, GraalVM, Camunda and Camel.

Curricular internship at Accenture (Sept-Dec 2019) in a project for a large Telcom in the Big Data Team. 300 hours. Final mark: 9.9.

Development with Apache technologies such as Kafka, Flink and Flume. With the support of others like Redis and Vagrant.

EDUCATION

MÁSTER EN ING. INFORMÁTICA 2020-PRESENT

Universidad Carlos III Madrid. Currently studying.

GRADO EN ING. INFORMÁTICA 2015-2020

Universidad Autónoma de Madrid. Several honors, beneficiary of the Community of Madrid Excellence Scholarship, currently average grade 8.35

BACHILLERATO 2015

IES San Juan Bautista

Average grade 8,82

VOLUNTEER AND PERSONAL PROJECTS

I have been a scout since 2007 and since 2016 I have been a monitor in the same scout group. Since I have been in the work team, as a monitor, I have held positions such as secretary, treasurer and vice president of the association.

Vice President of the Information Security Association of the EPS UAM from January 2018 to May 2019.

Member of the technical team of the Asociación de Scouts Independientes de Madrid from September 2019 to September 2020. Member of the winning team of the hackathon organized by the UAM DotNetClub in the development of a multiplatform mobile application with the Xamarin tool.

Recognition of handwritten numbers with a convolutional neural network. Implementation of different machine learning algorithms. Android application of the game "four in a row". Creation of several web pages and use of SEO techniques. Numerous projects on Github.

<https://github.com/TIb4lt>