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EDUCATION

2017-2021 **Imperial College London**

Meng Electrical and Electronic Engineering

- Relevant Modules: Machine Learning, Analogue electronics, Digital electronics, C++ Programming, Communication systems, Real-time signal processing, Embedded Systems.
- Completed various group projects including finding an engineering problem and planning and designing a solution for it.
- Expected Grade: high 2:1

2015-2017 **Colegio Internacional SEK-El Castillo** (Madrid, Spain)

- IB – Mathematics HL, physics HL, and chemistry SL
- Overall score of 37, with a 6 out of 7 in Maths and Physics.

ENGINEERING PROJECTS

2020 – Azure FarmBeats Industrial Project with Microsoft

- Developed detailed instructions for students about possible applications of IoT in agricultural technology combined with multiple Microsoft Azure Services. Gained insight in GitHub, raspberry pi, Azure and PowerApps.
- After finishing the project, our repo was published under Microsoft's official account available in the following link: <https://github.com/microsoft/FarmBeats-UniversityCommunity/tree/master/community-members/Imperial%20College%20London>
- Weekly stand-up meetings with the Microsoft team allowed me to manage time efficiently and ask all our questions, whilst reinforcing my communication skills even more.

2019 - 2nd Year engineering group project

- Come up with the idea of making a musical instrument for the disabled, focusing on amputees. The idea was to make musical sounds with the movement of our head to choose the note he/she wants to play, and a mouth pipe to control the duration of the note.
- Worked on Bluetooth (BLE) connection between our product and the computer to provide visual feedback to the user.
- Got positive feedback from teachers during the presentation day, who also recommended us that the project could also be expanded to teach kids basic music knowledge, while they play and enjoy our product.

2019 - Fintech and Blockchain Hackathon

- Worked in crypto AI, where I learnt about bitcoin and some machine learning algorithms, and how to train learners using python.
- Team of 8 members that met for the first time in the hackathon. Know each other's strengths, and then started working together. I only knew how to program and had no idea about bitcoin strategies. Therefore, they explained me how the algorithms work theoretically, and I was in charge of writing it, while they were describing each step as I wrote it.

2018 - 1st Year engineering project

- Worked in team to design a robot with Arduino to detect IR, sound, and demodulate signals. During the final competition we were able to recognize correctly 7 out of 9 signals.
- Designed all the circuits ourselves by applying the knowledge acquired during analogue and digital modules and thinking out of the box to try to make our design more effective than rivals' groups.
- Buy all components necessary within a budget of 50 pounds. This shows organization within the project and the

ability to make our robot more cost effective as 20 pounds were remained from the total budget.

WORK EXPERIENCE

2020 – CTO and Co-founder of start-up company Baz&Go

- Scrum master leading the development team in a start-up company.
- Develop full stack webpage in React, and two apps in react-native. Other tools used included: Firebase Cloud Functions, Cloud messaging, Firestore, Real-time Database and Hosting.
- Tools used for planning and keep track of the progress includes Jira and Bitbucket (git version control).
- Design thinking and Scrum Agile Methodologies.
- Responsive web design using bootstrap and react-strap.

2019 - Software internship at Grupo Fomento Directo. Spain

- Developed at app from scratch within a team of Software engineers. I was working on both: front and back-end.
- Self-taught react native, expo and JavaScript for making the app, and used GitHub, scrum and slack to organize the project and communicate among each other.
- Finish in time all tasks assigned during weekly catch-up meeting and most of the times working ahead on the next week's tasks. Look into others code to understand what they are doing and be able to find bugs.
- Testing the app after each stage and write issues in GitHub so that other team members are also aware of the problems (either functionality or layout/design)

2017-2018 - Math tutoring classes for IB students. London.

- Personal 1-1 tutorials for IB Maths in SL and HL.
- Learnt to express myself in a better way. Finding different examples and words to ensure the student understands the concepts.
- Good organization of time as tutoring was a part-time job. Managed to balance study time and work time. Tutoring also helped me get a stronger basis in maths (specially in calculus, complex numbers, and probability and statistics).

VOLUNTEERING

Summer 2017, 2018 and 2019 – BLIA Madrid, Volunteer

- Take care of 25 children for 8 hours a day. Taught Rubik's cube classes to entertain kids and let them have fun, whilst gaining self-confidence myself. At the beginning I was very nervous, like doing a presentation at school, but later on my body language and communication became more natural.
- Good communication skills among all the volunteers (i.e. for making trips outside the building). Planned and discussed all the trips (places to go, where to have lunch, will kids enjoy the place...).
- Talking to kids made me more patient and improved my listening skills, for example by listening to their feelings when they were crying, or when they had small fights among themselves.

2016 – Cottolengo, Madrid, Volunteer

- Take care of people with disabilities, once a week.
- Gained empathy as patients told their stories and why they ended up in Cottolengo, a place where they take care of people with incurable diseases that are unable to pay for medical attention. And most of them, abandoned by their families.
- Learned to think positively. People in Cottolengo had gone through a lot of problems and challenges (some could not talk or even walk, for others their families came once a year to see them), but they were still happy about life. And even though our lives are better than theirs, they still feel pleased for anything we could do for them (listening to them, feed them, talk to them, make the dishes...).

SKILLS

Languages: English (fluent), Spanish(fluent), Mandarin (conversational) and French (Limited).

Programming Skills: C++, Arduino, MATLAB, JavaScript, Python, HTML, React, React-native, Bootstrap.