ALEJANDRO MIRA ABAD

SOFTWARE DEVELOPER

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ABOUT ME

Born in 1999 in a small town near Alicante. Graduated in Interactive Technologies by the UPV, used to work in a team and participate in multidisciplinary projects. Currently I am enrolled in the Master's Degree in Artificial Intelligence Research at the UIMP.

One of my ambitions is to be able to work in ambitious and demanding projects, through which to show the best of me and to be able to continue learning and evolving both formatively and personally.
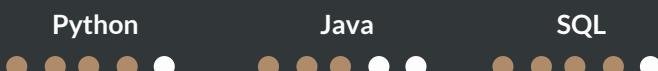
SOFT SKILLS

Team work	Agile methodologies
Analytical capacity	Problem solving
Lifelong learning	Effective communication

SOFTWARE

Python ●●●●○

Java ●●●●○

SQL ●●●●○

Git ●●●●○

C++ ●●●●○

Uninx Shell ●●●●●

Unity ●●●●○

WebDev (HTML+CSS+JS) ●●●●○

C ●●●●●

LANGUAGES

Spanish ●●●●●

Valencian ●●●●○

EXTRA INFORMATION

B Driving License

PROFESSIONAL EXPERIENCE

2021 - Present — Full Stack Developer

AIJU - Technological Institute of Children's Products.
Software developer specialized in AI and Industry 4.0 projects. From data collection through IoT to data processing and analysis through AI. Also creating applications, AR and VR applications for industry.

FORMAL EDUCATION

2022 - Present — MASTER'S DEGREE IN RESEARCH IN ARTIFICIAL INTELLIGENCE

Menéndez Pelayo International University (UIMP)
In collaboration with the Spanish Association for Artificial Intelligence (AEPIA)

2017 - 2021 — Bachelor in Interactive Technologies Engineering

Universitat Politècnica de València (UPV)
Feb 2021 - Jul 2021 Erasmus+ at the Udine University (UNIUD)

PROJECTS

Bachelors thesis: Neuroevolutionary AI for MTG

AI based on the Neuroevolutionary method, a machine learning method, by which it is able to play MTG intelligently and competitively.

`Java` `Python` `MTG` `ML` `Neuroevolution`

AR / VR multimedia experience

Project focused on the creation of an augmented reality (AR) and virtual reality (VR) experience based on the Egyptian game Senet.

`Unity` `C#` `Vuforia` `VR` `AR`

Videogame: Lost Scout

Lost Scout is a videogame with low poly aesthetics and free camera where the player must overcome the levels by solving different puzzles.

`Unity` `C#` `3D Studio Max`

Robot with AI: Cookobot

System based on ROS and using OpenCV and TensorFlow performs the tasks of a waiter autonomously. It has a webapp implemented with Electron, VueJS and Bulma.

`ROS` `TensorFlow` `OpenCV` `Python` `VueJS`

FULL TIME ROLES

2019 - 2021 — Student Council Vice-President

Universitat Politècnica de València (UPV)
Second final responsible for the entire student union. The position includes working in the management of teams at a strategic level, setting objectives and their follow-up.

2018 - 2020 — EPSG Student Council President

EPSG, UPV
Final responsible for the union of students of the UPV Gandía Campus. The position includes working in team management at strategic level, establishing objectives and it's tracking.