# **AMAT GIL VIÑES**

#### Student

@ amatgilvinyes@gmail.com

Parcelona, Barcelona

www.amatgil.cat

www.github.com/amatgil

## **PROJECTS**

### S-IC-mulador

A fully fledged assembly emulator, featuring memory, memorymapped IO

• Interactive link: https://amatgil.cat/utils/s-ic-mulador

Language: Rust

#### Tubaitu

Hand-made graphical 2x2 Rubix Cube featuring standard halfmoves, scrambling and solving

• Interactive link: https://amatgil.cat/jocs\_misc/cub\_tubaitu

• Language: Rust

### Fractalitzador

Capable of drawing concrete fractals as well as from their L-System grammar specification (with adjustable parameters)

• Interactive link: https://amatgil.cat/jocs\_misc/fractals

• Language: Rust

#### Tau Memorizer

A gamified applet to memorize, digit by digit, the value of the true circle constant: tau

• Interactive link: https://amatgil.cat/jocs\_misc/tau\_mem

• Language: JavaScript + HTML + CSS

## Game of Life

A performant, scalable, interactive Game of Life simulator

Interactive link: https://amatgil.cat/altres/game\_of\_life

• Language: Rust

## Boron

An expression-driven scripting language based exclusively around prefix expressions

 Source code: https://github.com/amatgil/boron/tree/master/ examples

Language: Haskell

### Resume/CV

The document you're looking at!

 Source code: https://github.com/amatgil/ resume

• Language: LaTeX

#### Breakbreak

Breakout, written as to maximize code readability, ergonomics and user experience (UX)

 Source code: https://github.com/amatgil/ breakbreak

• Language: Uiua

# **LANGUAGES**

Rust Uiua Haskell
Common Lisp LaTeX

# **PARADIGMS**

Strong typing Dynamic typing
Lisp (meta) Array & stack based
Functional Imperative

# **SPOKEN LANGUAGES**

English Certified Proficiency, C2
Spanish Native
Catalan Native