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PROFESSIONAL SUMMARY

Computer Science and Engineering student at Universitat Pompeu Fabra, skilled in Java, Python, and C/C++. Experienced in algorithms, data structures, systems programming, and web/mobile development. Motivated to apply technical expertise, creativity, and teamwork to real-world projects while continuously learning new technologies.

EXPERIENCE

Private Tutor

Self-employed

Sep. 2021 - Present

Taught mathematics, physics, technology, and programming to high school students. Designed exercises to strengthen problem-solving and algorithmic reasoning. Developed strong communication, leadership, and mentoring skills.

EDUCATION

Pompeu Fabra University | Barcelona, Spain

Bachelor's Degree in Computer Science and Engineering (Grado en Ingeniería Informática)

Expected June 2027

Relevant Courses:

DSA I, DSA II, Algorithm Design, Object-Oriented Programming (Java), Parallel Programming (CUDA & multithreading), Operating Systems, Software Engineering, Databases, Machine Learning / AI

LANGUAGES

English – Proficient | **Spanish and Catalan** – Native | **French** – Basic

TECHNICAL SKILLS

- **Programming & Tools:** Java, Python, C++, C, SQL, JavaScript, HTML/CSS, Git, Matlab, CUDA
- **Areas of Knowledge:** Algorithms & Data Structures, Software Engineering, Systems Programming, Mobile & Web Development, Parallel Computing, Machine Learning, Computational Logic
- **Methodologies:** Agile, Scrum

PROJECTS & ACADEMIC ACTIVITY

- **Mobile Game App (Personal Project, June 2025 - Present)**
Designed and implemented a game with original algorithmic logic.
- **Role-Playing Game (DSA II Group Project, 2025)**
Built game logic and data structures from scratch in a team using advanced algorithms.
- **Algorithmic Exam Correction Tool (Personal Project, 2025)**
Developed a C application for automated grading using data structures and algorithms.
- **Class Mobile App Project (Software Engineering Project, 2025)**
Collaborated in an Agile team to deliver a functional web app.
- **Introductory AI Course:** “Bots: from Video Games to Smart Homes” (UPF, 2021).