David Barroso Murcia

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Driven junior Computer Science student with strong problem-solving skills, passionate about front-end engineering, AI and user experience. Eager to intern, starting in Summer 2024, at a company where I can use my 2+ years of experience developing web and mobile applications. Willing to relocate.

Education

Georgia Institute of Technology — Atlanta, GA   **Aug. 2023 – Present**
Study Abroad, Computer Science courses   *GPA: 3.64/4.0*
- Relevant Coursework: Machine Learning, Advanced Operating Systems, User Interface Software

Universidad Carlos III de Madrid — Madrid, Spain   **Expected Graduation, May 2025**
Bachelor's Degree in Computer Science and Engineering   *GPA: 3.12/4.0*
- Relevant Coursework: Data Structures & Algorithms, Software Engineering, Files & Databases

Skills

Programming & Web: TypeScript/JavaScript, Python, Node.js, C, Java, Go, HTML, CSS
Frameworks & Testing: React, React Native, Next.js, Jest, Playwright, Test Driven Development
Technologies: Git, GitHub, Ubuntu Linux, AWS, Google Cloud, Docker, PostgreSQL, Oracle SQL, MongoDB
Languages: English (Fluent), Spanish (Native), German (Basic), Mandarin Chinese (Beginner)

Experience

Georgia Tech XR (Extended Reality)   **Dec. 2023 – Present**
Lead Full-Stack Developer | Next.js, Supabase   *Atlanta, GA*
- Leading the development of the Virtual Event Platform for the 2024 ImmerseGT Hackathon, Georgia Tech's extended reality hackathon with over 700 participants in last year's edition.
- Engineering of team formation tool leveraging machine learning for team recommendations.

Climby   **July 2022 – Sep. 2023**
iOS Developer | React Native, TypeScript   *Madrid, Spain*
- Startup team consisting of a backend engineer, an Android developer, and a UI/UX designer. Led the development of the iOS version of the mobile application using React Native with Expo.
- Implemented Redux Toolkit Query to efficiently cache API responses, optimizing data retrieval and reducing server costs by 67%.
- Incrementally migrated JavaScript codebase into TypeScript, providing stronger type safety.
- Developed a reusable component library to streamline UI development, enhancing code reusability and maintaining a consistent user interface across the application.

Board of European Students of Technology (BEST)   **Sep. 2022 – Aug. 2023**
IT Working Group Member | JavaScript   *Universidad Carlos III de Madrid, Spain*
- Built a URL shortener service for dynamic QR Codes, used in 96 European universities across 33 countries.
- Web development for events alongside CMS tools such as WordPress and Elementor.

Personal Projects

League Wrapped | *AWS, Data visualization*   **Jan. 2023**
- Designed and deployed a full stack web application for gamers inspired by Spotify Wrapped marketing campaign. Automatically generated user-tailored data visualizations, as a video summary of a player's performance for the videogame League of Legends.
- Received 5000+ visits and generated 2000+ videos on launch day. Coverage by mainstream electronic sports media such as Dotesports and Realsport101.
- Deployed Serverless video rendering with AWS Lambda, enabling users to download their video in MP4 format.