Borja Lorente Escobar

Software Engineer and Systems Developer
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Work Experience

May 2016 - Aug 2016

Student at Google Summer of Code
ScummVM
Successfully completed the Google Summer of Code 2016 program, with a project of adding support for the classic MacVenture games to the ScummVM project, as well as improving their existing graphics library.

Education

2013 - 2017 (Expected)

Degree in Computer Science Engineering
Universidad Complutense de Madrid
4-year course with a specialization in Systems Programming, Linux Kernel Module Development and Algorithm Theory.

Skills

Programming Languages

Advanced: C, C++, Java.
Intermediate: JavaScript, C#, Python, Haskell, Prolog, HTML, CSS.

Tools

Git and GitHub, Linux, GCC, CMake, GDB, Valgrind, TravisCI, Bash.

Languages

English (Cambridge C2 equivalent)
Spanish (Native)
Basque (Native)

Other Projects

Naylang: An interpreter and debugger for the Grace programming language, written in modern C++14.

CHIP-Towers: A CHIP-8 emulator written in C++ using SDL2.

New PokerStove: A PokerStove clone written in Java, featuring a PokerStars hand replayer.

Last Rite: A game developed for the Global Game Jam 2016, with a team of programming colleagues and artists.