

Martín Cuesta Allende

✉ cumartinal@gmail.com

🌐 cumartinal.com

linkedin.com/in/cumartinal

Education

The University of Manchester, UK

Expected grad: June 2023

MEng Computer Science (Human Computer Interaction)

GPA: 79% (First Class)

- **Relevant courses:** Data Engineering, Querying Data on the Web, Modelling Data on the Web, Software Engineering, Cognitive Robotics, Statistics and Data Analysis, User Experience, Advanced Social Network Analysis, Essentials of Survey Design, Decision Behaviour Analysis and Support, Enterprise Management for Computer Scientists

Work Experience

Zebra Technologies

Jun 2021 - Jun 2022

Front-End Developer (UX) Intern

- Developed a **Flutter** UI Component library with 90+ components, used for the next-generation UI of Zebra apps. Wrote extensive documentation and ensured the library was accessible for all users
- Developed the next-generation UI of Q-Suite (QChat, QNotes) and Workforce Management (ESS) apps in **Flutter** and **Dart**, ensuring they were accessible for all users
- Gave a presentation to 30+ company developers on the basics of **accessibility** and how to create accessible apps with Flutter
- Used **Git** and **GitHub** for version control. Used **Jira** for task management and issue tracking
- Collaborated with UX teams in regular meetings, giving feedback on designs using **Figma**
- Link to company website: zebra.com

University Projects

Third Year Project: LabelScan

Oct 2020 - May 2021

Simple assistive software: design, development, and evaluation

- Designed and developed an **Android** app in **Java** and **Kotlin** that improves the accessibility of nutrition labels by scanning them with ML Kit and presenting them with simplified graphics and text-to-speech
- Followed the latest UX **accessibility** guidelines, research, and techniques to make an inclusive app for everyone, especially for people with dyslexia and visual disabilities
- Grade: 88% (First class)
- Link to project: github.com/cumartinal/labelscan

Software Engineering

Oct 2019 - May 2020

EventLite and Stendhal

- Designed and developed EventLite, an event management website akin to Eventbrite using **Java** and the Spring Framework, including providing a **JSON API**
- Prototyped and developed intuitive and accessible UI and UX by applying HCI principles and industry-wide guidelines using **Bootstrap** and **Adobe XD**
- Implemented new game features in a private branch of the Stendhal codebase (stendhalgame.org) following client requirements using **Java**
- Managed the team and task organisation and handled conflicts between team members

Other Skills

Research Design and Statistical Analysis

- Plan and design large-scale experiments to perform hypothesis testing
- Plan and design large-scale surveys and their questionnaires, choosing the ideal sampling methods to collect data
- Analyse large amounts of statistical data with **SPSS** to conduct hypothesis testing, using methods like ANOVA, non-parametric analyses, or multiple regression

Data Engineering and Analysis

- Model data for web purposes using **XML**, **JSON**, **RDF** and their associated schema languages
- Query data with **SQL** and understand basic query optimisation
- Analyse and visualise data sets with **KNIME**
- Analyse and visualise data sets in **Python** with packages like **pandas** and **scikit-learn** using basic data analysis techniques such as decision trees and clustering algorithms
- Visualise, describe and analyse social network datasets

Human Computer Interaction and User Experience

- Draw from interdisciplinary knowledge gained in psychology, biology and anthropology course units and apply it in an HCI context
- Gather user requirements with semi-structured interviews and surveys
- Model user requirements with a variety of methods like personas, use cases, user stories and high fidelity mockups created with **Figma**
- Design, plan, develop and evaluate an accessible product, following the latest accessibility guidelines

Languages

- English (Bilingual)
- Spanish (Bilingual)
- French (Fluent/C2)
- Italian (A2)
- German (A2)

Activities and Interests

ILYMUN Press Team

Sep 2018

- Took part in ILYMUN, a Model United Nations conference in Lyon as part of the written press team. Wrote articles reporting important conference details and events

Cooking

- Started a project for cooking a dish representative of each country, compiling them in a personal cookbook in the process. Currently researching dishes for the next country, Bhutan
- Focused on improving several techniques, namely presentation and pastries

Languages and Cultures

- Learning foreign languages since the age of 3. Spent 7 years in a Spanish-English school, 3 in a German-Spanish school, and 5 in the American Section of a French school
- Aiming to relearn German and self-teach Mandarin