

CONTACTS



Madrid, Spain



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https://dgr099.github.io

Languages

- English B1 Pet Cambridge Exam
- Spanish Native level

Personal Skills

- Fast learning
- Work under pressure
- Proactive and enthusiastic
- Teamwork
- Patient
- Driver's license

Achievements

- Over hundred problems solved in AER
- Average grade of 8.28 with honors
- Volunteer work in ESN (Erasmus Student Network) UAM
- Participant in the Ada Byron, in preselection of SWERC
- Assistant to the RITSI congress alogn with other informative talks and minicourse

Check out my github for more



David T. Garitagoitia Romero

Computer Engineer

About Me

- Final year student and delegete in the Computer Engineering degree at the UAM (Universidad Autónoma de Madrid).
- Creative, ambitious, with initiative, enthusiasm, and determination but above all, eager to learn and develop me as a great computer scientist.
- Multiple honors and an average of 8.28 during the university degree

Education

Computer Engineer Student

2019 - 2023

Universidad Autónoma de Madrid.

Four years as a university student at the Autonomous University of Madrid where I acquired the knowledge to program, develop, design, and interpret computer software, together with mathematical and physical knowledge applied to computing. I also competed in the Ada Byron in the regional phase, I was part of different organizations such as volunteering at ESN, UAM Emprende, Google Developers Students Club and I was part of several hackathons such as the Ideas Factory of the UAM and a member of the student council and the groups of delegates during my entire stay at the university.

Technical High School Student

2017 - 2018

San Juan Bautista High School

Two years as a technical high school student focusing my studies purely on the branch of engineering, having clear my desire to become a computer engineer.

Elementary School

2006 - 2016

Obispo Perello

Basic education at the Obispo Perello school, during those years, I was part of the school's Judo team for 8 years, reaching the blue-brown belt, as well as the mathematics team, participating in pangea and in the selection processes of the mathematical Olympiad and developing my concerns creative winning the photography contest in 2016

Programming skills

- Advanced handling on C and C++ as the main programming language in which I did
 the majority of my practices in my degree as well as the competitive programming,
 highlighting a cluedo-style game as a programming project, implementation of neural
 networks, client-server communication programs, an smtp server for communication
 using sockets, and multiples top 3 national and some top 1 at the time of submission
 as in the case of problem 203 on the competition page accept the challenge
- Intermediate level in Java where I worked on software development subjects, designing, analyzing requirements and later programming an application with a visual interface and data persistence for the administration of a theater.
- Python for web development accompanied by html5, css, javascript and jqery and sql using Flask and Django frameworks as well as for artificial intelligence together with pandas and jupyter
- kotlin, java and mainly flutter for the development of mobile applications developing a card application for memorization, a black jack game various visual and functional copies of applications such as instagram or Netflix and finally my TFG where I designed and developed an application focused on health food with nutritional monitoring and sports performance using the camera api, google mlkit, firebase and others