



# Elena Mestanza

Audio Programmer  
& Software Engineer

More in:  
[elemestanza.github.io](https://elemestanza.github.io)

## About Me

- From: Algeciras
- Lives in: Madrid/Xixón
- Age: 24
- Gender: Female
- Pronouns: She/Her
- Mail: [elemestanzar@gmail.com](mailto:elemestanzar@gmail.com)

## Languages

Spanish: Native

English: Medium-High Level B2

## Prizes & Competitions

Ciencia en Acción:

- 1st Prize ex Aequo in 2016

Diverciencia Algeciras:

- 1st Prize in 2017

Jóvenes Investigadores:

- 3rd Prize in 2015
- 1st Prize in 2016
- 2nd & 3rd Prize in 2017

Game Jam Cultura Abierta:

- Participation in 2018

Google Hash Code:

- Participation in 2018 & 2019

AdaByron Madrid:

- Regional level in 2018 & 2020

## Professional experience & Projects

- ✓ **2022 Groovel Studio**  
Composer, SFX producer & programmer (FMOD, Unity C# and Studio One)
- ✓ **2021 El-Leonor: Estandartes hacia el futuro (Original Soundtrack)**  
Composer and music producer, recording, musical mixing and mastering
- ✓ **2019 Capítulo I: Delta**  
2020 Composer  
Piano and clarinet 6-song EP
- ✓ **2019 Oniria Crimes (cKolmos Entertainment)**  
2020 SFX producer, developer & junior programmer
- ✓ **2019 Basketball Federation of Madrid**  
2020 Basketball Scorekeeping
- ✓ **2018 El Monte de las Ánimas (cKolmos)**  
Composer and music producer, recording, musical mixing and mastering  
This was my first musical work in a videogame and it was published a 4-song EP.

## Education

### 2017 - | Rey Juan Carlos University

Double Degree in Mathematics and Software Engineering

- Algorithms Design & Analysis (Java, Python)
- Knowledge Engineering
- Numerical Methods (MATLAB, R)
- Operating Systems (C, C++)
- Partial Differential Equations

### 2012 - 2017 | Music Conservatory Paco de Lucía

Professional Intermediate-level Music Qualification

Graduated on Clarinet & Composition

- Medium-level piano as soloist & accompanist
- High-level clarinetist
- 2nd Prize in the XVI Villa de Aranda (2015) with the Amando Herrero Symphonic Band as Clarinetist