SergioGarcíaPrado

junior computing scientist

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languages

spanish mother tongue
english fluency

programming

♥ Java, Python
JavaScript, C, C++
CSS3 & HTML5

summary

I'm a student of Computer Engineering with a great desire to learn. I especially like the Computing branch, ie, data structures, algorithms, and everything that has to do with scheduling things. Although I do not close the door to anything.

Currently I've started a personal project (EvaluaMe) with which I am putting into practice the knowledge acquired at university.

- Proficient Algorithms
- Object Oriented Development
- Version Control Systems
- Agile Methodologies

education

| 2013–Now | **Degree** of Computer Engineering Specialization in Computing | University of Valladolid, Spain |

awards

2016	**Codes and Cryptography** Score: 10.0/10.0 with Honors.	University of Valladolid, Spain
	Algorithms and Computing Score: 9.5/10.0 with Honors.	University of Valladolid, Spain
2015	**Operating Systems Structures** Score: 9.5/10.0 with Honors.	University of Valladolid, Spain

technical skills

Languages	Java, Python, C, JavaScript, HTML, Latex, MarkDown, XML, JSON
Frameworks	Android
OS	Unix, Mac, Windows, Android, iOS
Methodologies	Scrum, Object Oriented Programming, Design Patterns, UML
Tools	Sublime Text, Atom, Android Studio, Intellij IDEa, Eclipse, NetBeans, Trello, Github, Visual Paradigm

applications

2016	**Calculator with arbitrary-precision integer arithmetic.**	University of Valladolid, Spain

github.com/ismtabo/cc_bigintegers

Classwork of Codes and Cryptography. The project involves the implementation in Java of a Calculator with arbitrary integer arithmetic precision.

2015	**Implementation of a Random Text Generator**	University of Valladolid, Spain

github.com/garciparedes/Generador-de-texto-aleatorio

ClassWork of Data Structures and Algorithms. The project involves the implementation of a random text generator implemented in Java.

EvaluaMe EvaluaMe

Play Store: EvaluaMe

Experiment aimed to measure viral spreading of content across the blogosphere.

Modeling a Burguer Shop. University of Valladolid, Spain

github.com/garciparedes/InfoBurguer

Classwork at Object Oriented Programming. The project consists in modeling an Burguer Shop in Java.

publications

2016	**Job Shop Scheduling belonging to NP-Complete.**	University of Valladolid, Spain

github.com/garciparedes/Job-Shop-Scheduling-NP-Complete

Classwork of Algorithms and Computing. The project involves the study and demonstration of belonging of Job Shop Scheduling to NP-Complete.

Longest Common Subsequence. University of Valladolid, Spain

github.com/garciparedes/Longest-Common-Subsequence

Classwork of Algorithms and Computing. The project involves the study and analysis of the problem of finding the Longest Common Substring given two sequences together with a small deployment in Python and Java application that compares the differences between two files.

Closest pair of points in n-dimensional space. University of Valladolid, Spain

github.com/garciparedes/Closest-Pair-of-Points

Classwork of Algorithms and Computation. The project involves the study of the closest pair problem and a sample implementation in Python.

interests

professional: computing problems, data analysis, algorithms, machine learning, design patterns, web design, software design, internet of things
personal: motor sports, rap and classic music, cooking, technology, social philosophy