

# Sergio García Prado

junior computing scientist

## contact

7 3° C, La Paz  
34004 Palencia  
Spain

+34 696 904 878

garciparedes@gmail.com  
garciparedes.me  
fb://garciparedes

## 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
- Data Structures
- Data representation
- Object Oriented Programming
- Multi-Thread Programming
- Distributed Programming
- Version Control Systems (VCS)
- Agile Methodologies

## education

2013–Now	<b>Degree</b> of Computer Engineering Specialization in Computing	University of Valladolid, Spain
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## awards

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

## technical skills

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

## 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