FRANCISCO ELÍAS SERRANO MARTÍNEZ-SANTOS
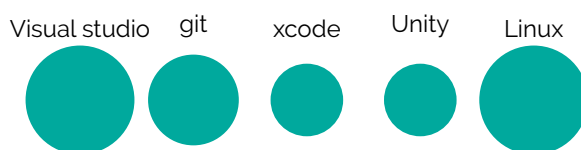
Software Developer

Valencia, Spain

+34 691 792 030

fraserm1989@gmail.com

github.com/feserr

in/franciscoeliasserrano

WHO AM I?

Experienced software developer that loves new challenges in the day-a-day. Pragmatic programmer and well-versed in writing code to create high-level libraries. Methodic with version control and continuous integration in order to track the project lifetime and maintain it stable. Looking for new opportunities that let me grow as a software developer in new areas and refine the ones I know

Infiniband

C++

CMake

LaTeX

Git

Bash

Visual studio   git   xcode   Unity   Linux

EXPERIENCE

10/2018 – Current   **Researcher**   Universitat Politècnica de València
Creating a high-level network library, compatible with TCP/IP and Infiniband, that makes easy to create and use connections.
`C++ / TCP-IP / Infiniband / Visual Studio Code / LaTeX`

06/2015 – 2018   **Researcher**   Universitat Politècnica de València
Development a library that, without changing the code of and graphic application, can transfer all the graphics calls to a server.
`C++ / TCP-IP / Infiniband / DirectX / R / Visual Studio / LaTeX`

2015 – 05/2015   **Junior Software Developer**   Sopra Profit
Development of an auto-testing application for the VIVO project that simulates the user tests. Adapt the SO to be compatible with others devices with different specs.
`C++ / Java / Android / Visual studio / Android Studio`

EDUCATION

2016 – 2017   **Master's Degree in Computer and Network eEgineering**   Universitat Politècnica de València
Thesis: "Remote virtualization of GPUs for DirectX"
Advisor: Federico SILLA

2010 – 2014   **Bachelor's Degree in Computer Science**   Universitat Politècnica de València
Thesis: "Adaptation of acoustic models for interactive pattern recognition of educative content"
Advisor: Alfons JUAN CISCAR

LANGUAGES

Spanish - native
Valencian - native
English - proficient

HOBBIES

I love drawing, running, reading, calisthenics, game developing, computer graphics

NON PROFIT

I help making open-source alternatives to game framework paid apps, C++ learning documents, Visual Studio Code extensions and low latency network library.