

Irene Clemente Aracil

MULTIMEDIA AND FRONTEND ENGINEER

♀ she/her 📍 東京都 新宿区 西落合 ☎ 080 5121 5988 🌐 [irenecats](#) ✉ ireneclemt@gmail.com [in](#) [irene-cle](#)

📁 EXPERIENCE

EMBENTION AERONAUTICS COMPANY FOCUSED IN UAVs **Alicante, Spain**

Software Engineer, Full time Oct 2021 - Jun 2024

- Major role in the creation, development and maintenance of 12 apps in **Java** during a critical turning point in the company's transition to a new ecosystem.
- Reworking and fixing the Java **legacy code**. Creating and redesigning interfaces to improve the overall visual coherence and flow of the applications.
- Managing sensitive user data. Creating, fixing, and migrating between **XML** schemas to ensure our users' saved data is secure while updating to the latest releases.
- Worked with **TypeScript** and **Angular** in our new web app Veronte Ops. Developed new cartographic tools used to visually design UAVs' flight plans, taking into account suggestions from users and corporate clients.
- Working closely with several multidisciplinary departments, such as firmware and avionics, in order to rapidly introduce new features and overcome deadlocks.

Software Engineer, Intern Mar 2021 - Oct 2021

- Identify, debug and resolve **UI/UX** issues, focusing on functional, layout and design issues using **Java**, **JavaFX** and **CSS**.

📖 EDUCATION

BACHELOR'S DEGREE IN MULTIMEDIA ENGINEERING
University of Alicante, Spain 2016 - 2020

This program combines Computer Science with concepts of Graphic Design, focusing on Web Development, UI/UX design, Computer Graphics engines and Game Development.

💡 PROJECTS

3D IMMERSIVE VIRTUAL ITINERARY
Bachelor's Degree Thesis 2021

The environment is based on the City of Arts and Sciences complex in Valencia, Spain. In it, the user can walk around and admire the other architectural structures while interacting with several points of information about the complex, all from their web browser or desktop.

GO! GO!! ROBOT BRAWL
Senior Year Project 2019 - 2020

Go! Go!! Robot Brawl is a cartoon styled fighting game developed entirely from scratch for PC by a team of 5. I led the design and development of the graphic engine and its shaders, using only **C++** and **Open GL**. It's publicly available on [itch.io](#).

👤 ABOUT ME

🎂 **5th of August, 1998**

Hi! I'm Irene, an engineer from Spain with over +3 years of experience working in this field.

I really enjoy the challenge of making exciting Figma designs a reality. Also, I have a great interest in building multi-platform GUIs to plot graphical data, such as web 3D tools and maps.

👤 SKILLS AND TOOLS

JAVA / JAVA FX
REACT / NEXT.JS / ANGULAR / JAVASCRIPT / TYPESCRIPT
XML / HTML / CSS / TAILWIND / FIGMA
NODE / EXPRESS / FIREBASE
SQL / OOP / ECS
GIT / SMARTGIT / GITHUB DESKTOP
INTELLIJ / VSCODE
AGILE / PROJECT MANAGEMENT

🏆 ACHIEVEMENTS

HONOURS
University of Alicante

Highest grade in the major for 2 subjects: Computer Graphics and Statistics.

🏆 LANGUAGES

SPANISH Native **ENGLISH** Business
CATALAN Business