

# Jordi Gonzalez Cano



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## Profile

I am a **Software Engineer** with high interests in Machine Learning and Robotics technologies. I have recently completed my bachelor in Computer Science Engineering and I am looking for a job related to my studies.

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## Employment History

Feb 2018 – Jul 2018

SANT CUGAT DEL VALLES

### Student Software Developer

HP Inc.

A 6 months internship consisting of researching the area of **Colour Management** using **Machine Learning**, such as regression methods and different Neural Networks architectures.

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## Education

Sep 2014 – Jun 2018

BELLATERRA DEL VALLES

### Computer Science Engineering (Grade: 8/10)

Universitat Autònoma de Barcelona

During my bachelor I have learned team working methods such as **SCRUM**, problem solving and several programming languages. I have specialized on computation which consisted on:

- Computer Vision
- Optimization Algorithms, such as Greedy
- Artificial Intelligence
- Graphical design and interaction, using **OpenGL**
- Robotics
- Compilers

Sep 2016 – Feb 2017

ENSCHDEDE

### ERASMUS+

University of Twente

The ERASMUS consisted on two projects:

1. Android game with the **Unity** platform with **C#**: Polluto.
2. **Robotics** and **Smart Cities** in **C++**: Pipeline inspection with a swarm of robots

Sep 2018 – Now

COPENHAGEN

### Master in Autonomous Systems

Aalborg University

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## Projects

Sep 2016 – Dec 2016

ENSCHDEDE

### Serious Game: Polluto

University of Twente

The game was a *Serious game* about Pollution. This means, that after playing the game the way of thinking of the player about pollution should have changed or at least make the player think about the topic. Done with **C#** using the **Unity** platform

Can be tried at:

<https://github.com/jordigc2/My-projects/tree/master/Serious%20Gaming>

Dec 2016 – Feb 2017

ENSCHDEDE

### Smart Cities: Pipeline inspection with a swarm of robots

University of Twente

We had to develop an idea of how to explore the pipelines of Enschede using a **swarm of robots**. As it was a proof of concept we made a simulation using **C++** with threads to control each robot independently.

Simulation video and poster:

<https://github.com/jordigc2/My-projects/tree/master/Smart%20Cities>

Sep 2018 – Now

BELLATERRA DEL VALLES  
SANT CUGAT DEL VALLES

### Bachelor Thesis

Universitat Autònoma de Barcelona / HP Inc.

I had to find an alternative for the existing **Color Management** transformation between two colour spaces using **Machine Learning**, such as *Neural Network* models. I worked with **C++** to create the data sets and transformed images. I also used **Python** to create the different ML models, using the **SKLearn** and **Tensorflow** libraries.

Report and poster link:

<https://github.com/jordigc2/My-projects/tree/master/Bachelor%20thesis>

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## Skills

C	C++	Open GL
Python	C#	Machine Learning: (Classification and Regression using Neural Networks models, clustering models, linear-polynomial-SVM regression models)
Java	Matlab	
R	HTML	
CSS	PHP	Color Management
JavaScript	SQL	SCRUM methodology
Tensorflow	Little CMS	Object-Oriented Programming

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## Languages

Catalan: *Native*

English: *C1 level*

Spanish: *Native*