

Jordi Gonzalez Cano



ADDRESS Valbygradsvej 64B 119,
Copenhagen, 2550, Denmark

PHONE +34644186204

EMAIL jordigc2@gmail.com

**DATE/ PLACE
OF BIRTH** 1996-04-01 / Sant Quirze del Valles,
Catalonia

WEBSITE <http://jordigc2.github.io/My-projects/>

LINKEDIN <http://linkedin.com/in/jordi-gonzález-cano-19944b138>

Profile

I am a programmer with high interests in Machine Learning and Robotics technologies. I just had the basics on my education and I would like to keep learning while working on projects.

Employment History

Feb 2018 – Jul 2018

SANT CUGAT DEL VALLES

Student Software Developer
HP Inc.

Internship for 6 months which consisted on do a research on the area of **Colour Management** using **Machine Learning**.

Education

Sep 2014 – Jun 2018

BELLATERRA DEL VALLES

Computer Science Engineering (Grade: 8/10)
Universitat Autònoma de Barcelona

Along my bachelor I learnt team working, such as **SCRUM**, problem solving and a lot of programming languages. I specialized of 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

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 it 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 just an idea, we did a simulation using **C++** and threads in order 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**. 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>

Skills

C	C++
Python	C#
Java	Matlab
R	HTML
CSS	PHP
JavaScript	SQL
Tensorflow	Object-Oriented Programming
Open GL	Little CMS
Unity	Color Managements
Machine Learning	SCRUM methodology

Languages

Catalan: *Native*

English: *C1 level*

Spanish: *Native*