

# Martin Miguel

## Curriculum Vitae

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### Objective

My current aspiration is to partake in intriguing and thrilling projects of great value. I intend to use my creativity, entrepreneurship and both technical and social skills for the development and delivery of such projects. I also look forward broadening and deepening technical knowledge that will allow me to provide faster and more accurate and sound solutions to problems; as well as tackling new challenges. I want to improve my soft skills –understand processes, organization, soft requirements and team dynamics –, since they are also key for the success of enterprises.

### Professional/Personal Profile

- Analytical, methodical, reliable
- Curious, investigator, innovator
- Passionate, driven
- Well-mannered, affable, thoughtful

### Work Experience

- January 2014 **Intern Software Engineer**, *Google.com* – Development and extensions of testing frameworks for performance, end-to-end and regression tests.
- April 2014
- December 2013 **Java Programmer**, *Despegar.com* – Development of components integrating a larger application system. Development of web applications and utility frameworks.
- August 2012
- July 2012 **Assistant Professor of Algorithms and Data Structures I & II**, *Computer Science*
- March 2011 *Major - Universidad de Buenos Aires*
- January 2010 **Jr. Java Programmer (J2ME / Blackberry)**, *SenseByte* – Development of both stand-alone and client-server applications. Development of applications interfacing with non-standard hardware.
- January 2009

### Education

- June 2015 **Computer Science Program (equivalent to Bachelor + M.S. degree)**, *Universidad de Buenos Aires - FCEyN*
- March 2008

### English Studies - Advanced Level

- 2006 **FCE - First Certificate in English**, *AACI* – Grade A  
*University of Cambridge, ESOL Examinations*
- 2004 **CILE 3 - English Certificate**, *Facultad de Filosofía y Letras, UBA* – Score: 80/100

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## IT Profile

### Programming Languages

Advanced **C, Python, Java**

Working **Groovy, C++, Intel x86 Assembler, Scala,  $\LaTeX$ , Octave**

Learners **Haskell, ActionScript 2.0, Ruby**

### Personal Achievements

Master's Thesis—in progress— on the evaluation of perceptual models for rhythms applied to tap dancing.

Year and a half of experience on live radio (2006–2007)

### Interests

Special interest in Computer Music –musicological analysis with a computer—and Cognitive Musicology – development of computer models for the cognitive processes of music.

Special interest in *human behaviour modeling* through *machine learning* methods.

### Other technical knowledge

Graphic and web design tools expertise: Adobe Photoshop, Adobe Flash

Familiar with both Microsoft and Linux OS Technologies (Windows, Ubuntu)