

# 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

- Now **Assistant Professor**, *Computer Science Major - Universidad de Buenos Aires.*  
April 2016
- March 2016 **Data Scientist**, *Avenida.com*, Improvement of search engine configuration, implementation  
January 2016 of *search-as-you-type* features and assistance in team management. .
- December **Software Engineer**, *MateMarote*, Development of java backend infrastructure and javascript  
2015 videogames for a neuroscientifically based educational software.  
April 2015
- April 2014 **Intern Software Engineer**, *Google.com*, Development and extensions of testing frameworks  
January 2014 for performance, end-to-end and regression tests.
- December **Java Programmer**, *Despegar.com*, Development of components integrating a larger appli-  
2013 cation system. Development of web applications and utility frameworks.  
August 2012
- July 2012 **Assistant Professor of Algorithms and Data Structures I & II**, *Computer Science Major*  
March 2011 - *Universidad de Buenos Aires.*
- January 2010 **Jr. Java Programmer (J2ME / Blackberry)**, *SenseByte*, Development of both stand-  
January 2009 alone and client-server applications. Development of applications interfacing with non-  
standard hardware.

### Education

- Now–2016 **PhD. in Computer Science**, *Universidad de Buenos Aires - FCEyN*, under scholarship by CONICET.

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

## 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.

## IT Profile

### Programming Languages

Advanced **C, Python, Java**

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

Learners **Haskell, ActionScript 2.0, Ruby**

### IT Achievements

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

Research study in recommender systems for music.

Research study on algorithm optimization using SIMD (Intel's SSE instruction set).

Research study on heuristic methods to play a Zero-Sum board game.

Development of a basic monolithic kernel for x86 architecture based on UNIX ideas.

Experience on 3-stage software development starting on model specification on a theoretical level, moving to data structures definition in order to meet complexity restrictions, finishing with actual implementation of the defined code.

### Transcript

Compulsory	○ Calculus	9
	○ Algebra	5
	○ Probability and Statistics	10
	○ Algorithms and Data Structures I	10
	○ Algorithms and Data Structures II	10
	○ Algorithms and Data Structures III	9
	○ Computer System Architecture I	8
	○ Computer System Architecture II	8
	○ Operating Systems	10
	○ Numerical Methods	10
	○ Software Engineering I	7
	○ Software Engineering II	9
	○ Systems Networks	10
	○ Database Systems	9
	○ Logic and Computability Theory	9
	○ Language Theory	10
	○ Programming Paradigms	10
	○ Master's Thesis	10
Optional	○ Neural Networks	9
	○ Introduction to Speech Technologies	9
	○ Game Theory	<b>Assisted Only</b>
	○ Operating Systems Development	10
	○ Machine Learning	10

*Grade Scale: 10*

## GPA

9.14

### 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 sound disciplines such as *speech processing* and *speech production*.

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

Special interest in low-level software development and *real-time systems*.

### Other technical knowledge

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

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