

Martin Miguel

Curriculum Vitae

Almagro, Capital Federal
Buenos Aires, Argentina

☎ 54-11-31816018

☎ 54-11-49834768

✉ m2.march@gmail.com

🌐 m2march



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 **Software Engineer**, *MateMarote*, Development of java backend infrastructure and javascript 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 application system. Development of web applications and utility frameworks.
- 2013
- 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-alone
- January 2009 and client-server applications. Development of applications interfacing with non-standard hardware.

Education

- Today–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.

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 —in progress— 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 | Pending |
| Optional | ○ Neural Networks | 9 |
| | ○ Introduction to Speech Technologies | 9 |
| | ○ Game Theory | Final Exam Pending |
| | ○ Operating Systems Development | 10 |
| | ○ Machine Learning | Final Exam Pending |

Grade Scale: 10

GPA

9.05

Expected Graduation Date

Aug 2015

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)