Martin Miguel

Curriculum Vitae

Almagro, Capital Federal
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Work Experience

Now – April 2016 **Assistant Professor**, *Computer Science Major - Universidad de Buenos Aires*.

March 2016 – January 2016 **Data Scientist**, *Avenida.com*, Improvement of search engine configuration, implementation of *search-as-you-type* features and assistance in team management. .

December 2015 – April 2015 **Software Engineer**, *MateMarote*, Development of java backend infrastructure and javascript videogames for a neuroscientifically based educational software.

April 2014 – January 2014 **Intern Software Engineer**, *Google.com*, Development and extensions of testing frameworks for peformance, end-to-end and regression tests.

December 2013 – August 2012 **Java Programmer**, *Despegar.com*, Development of components integrating a larger application system. Development of web applications and utility frameworks.

July 2012 – March 2011 **Assistant Professor of *Algorithms and Data Structures I & II***, *Computer Science Major - Universidad de Buenos Aires*.

January 2010 – January 2009 **Jr. Java Programmer (J2ME / Blackberry)**, *SenseByte*, Development of both standalone 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,
"Temporal pattern and structure inference based in music cognition".

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.

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. - *"Towards a rhythm cognitive model for tap dancing"*, Martin Miguel - 2015

Research study in recommender systems for music.

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

Transcript

Compuslory	○ 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	**Assisted Only**
	○ Operating Systems Development	**10**
	○ Machine Learning	**10**
		Grade Scale: 10
	GPA	*9.14*