Martin Miguel

Curriculum Vitae

Almagro, Capital Federal
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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 depthening 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 – April 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 stand-alone 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

2004 **CILE 3 - English Certificate**, *Facultad de Filosofía y Letras, UBA* – Score: 80/100

IT Profile

Programming Languages

Advanced **C, Python, Java**

Working **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 on algorithm optimization using SIMD (Intel's SEE 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

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**

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 *April 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)