# Curriculum Vitae

% Martin A. Miguel

% Buenos Aires, Argentina

## Contact


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## Work Experience

### Assistant Professor (Now – April 2016)

- Universidad de Buenos Aires
- Computer Science Major

### Data Scientist (May 2016 – January 2016)

- Avenida.com
- Improvement of search engine configuration, implementation of search-as-you-type features and assistance in team management.

### Software Engineer (December 2015 – April 2015)

- MateMarote
- Development of java backend infrastructure and javascript videogames for a neuroscientifically based educational software

### Intern Software Engineer (April 2014 – January 2014)

- Google.com
- Development and extensions of testing frameworks for peformance, end-to-end and regression tests.

### Java Programmer (December 2013 – August 2012)

- Despegar.com
- Development of components integrating a larger application system. Development of web applications and utility frameworks

### Assistant Professor (July 2012 – March 2011)

- Universidad de Buenos Aires
- Computer Science Major
- Subjects: Algorithms and Data Structures I & II

### Jr. Java Programmer (January 2010 – January 2009)

- SenseByte
- J2ME / Blackberry
- Development of both stand-alone and client-server applications. Development of applications interfacing with non-standard hardware

## Education

### PhD. in Computer Science (Now – 2016)

- Universidad de Buenos Aires
- Under scholarship by CONICET

### Computer Science Program (equivalent to Bachelor + M.S. degree) (2015 – 2008)

- Universidad de Buenos Aires - FCEyN
- GPA: 9.14 / 10

## English Studies - Advanced Level

### First Certificate in English (2006)

- University of Cambridge, ESOL Examinations
- Grade A

## IT Profile

### Programming Languages

- Advanced: C, Python, Java
- Working: JavaScript, Groovy, C++, Intel x86 Assembler, Scala, Latex, Octave
- Lerners: Haskell, ActionScript 2.0, Ruby

## Research

### Master's Thesis in Computer Science

- Development of a perceptual model for tactus tracking applied to tap dancing.