

# **Datos Personales**

#### Mail

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# **Skills**

## **Web Development**

React, JavaScript, HTML, CSS, Node.js, SpringBoot, Express.js

#### **Programming**

C, C++, Java, Python

## Database

MySQL, OracleDB,phpMyAdmin

#### Cybersecurity

Pentesting and Network Security Management

# Languages

**ES - EN(C1) - FR(B2)** 

# **ABOUT ME**

I am Magdalena Martínez Sánchez, a Computer Engineer and a Master's student in Cybersecurity at UPM. Currently immersed in the extensive world of cybersecurity, I am highly motivated and actively deepening my knowledge in this field. I am seeking an opportunity that allows me to apply what I have learned and continue developing professionally.

## **FDUCATION**

Bachelor's Degree in Computer Engineering - University of

2020 - 2024 Hue

**Erasmus Program at Epitech Paris** 

2024 - 2025

Master's Degree in Cybersecurity - UPM

# ACADEMIC AND PERSONAL PROJECTS

- Implementation of Games in Unity and C# → creation of two games that were implemented in 2D, 3D and using VR.
- Development of Video Games in C → creation of several video games from scratch using only the CSFML library in C, demonstrating skills in low-level programming and game design.
- Web Development for the Final Degree Project with React and CSS → Creation of a website for the Final Degree Project using React and native CSS, highlighting CSS mastery and skills in frontend and backend web development.
- Web Development with Spring Boot and Maven → Implementation of a web application using Spring Boot and Maven.
- Projects in Blender → use of Blender to create 3D models and animations, demonstrating skills in 3D design and modeling.
- Courses in TryHackMe → Completed multiple courses on TryHackMe, acquiring knowledge and practical skills in cybersecurity.
- License Plate Readings Project with Matlab and Computer Vision → Development of a license plate reading project using Matlab and computer vision techniques, demonstrating skills in image processing and data analysis...