Magdalena Martínez Sánchez
Computer Engineer

Personal Information

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LinkedIn

Abilities

Web Development

C, C++ and Java

Database

CyberSecurity

Software Development

Languages

ES - EN(C1) - FR(B2)

ABOUT ME

I am a recently graduated Computer Engineer, enthusiastic about cybersecurity, web development and computing in general.

I am from Huelva, but starting in September I am moving to Madrid in search of job opportunities and to study a master's degree in Cybersecurity at the Polytechnic University of Madrid (UPM), which I would like to combine with a job.

EDUCATION

September 2020
-
June 2024

Bachelor's Degree in Computer Engineering
University of Huelva

- **Erasmus at *Epitech Paris***
  September 2022 - June 2023

ACADEMIC AND PROFESSIONAL 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.