Oscar Forner Martinez

I am a software engineer who likes challenges when I am working in a project, I really enjoy applying advanced algorithms and data structures to solve problems in an efficient and elegant way.

Education

2010-2013 Bachelor of Engineering in Computer Science; Universitat Jaume I (Spain)

Degree Thesis: Analysis of authentication radiofrequency systems and RFID. Mark gained: 95%

Advanced Data Structures, Compilers and Interpreters and Distributed Systems

2006-2010 Associate Degree in Computer Science; Universitat Jaume I (Spain)

Degree Thesis: Secure platform for advanced electronic signature. Mark gained: 92%

Operating Systems, Real Time Operating Systems and Embedded Systems

Experience

2015-Present Software Developer at Programming Research

I have been working in a couple of projects during my time at Programming Research.

- -Static analysis of code: Checks if the code has some patterns that have an *undefined behaviour*, *unspecified in the Standard*, and/or *implementation-defined*.
- -Dataflow analysis of code: Checks the complexity of methods, pointer problems, memory handeling, etc.

2013-2015 Software Engineer at European Bioinformatics Institute

One of my duties was to create a RESTful service to allow users to query our database to find information about multiprotein complexes.

In addition, I developed an algorithm to cluster biological information from different kinds of proteins.

Courses

March 2016 LFD320: Linux Kernel Internals and Debugging; Linux Foundation

August 2015 Agile for developers; Accelebrate

November Algorithms, Part II; Coursera, Prinston University 2014

November Algorithms: Design and Analysis, Part I; Coursera Stanford University 2014

September 2014

Algorithms, Part I; Coursera, Prinston University

Technical Experience

Open Source

All my personal development is done using and for Open Source. All my colaboration with Open Source projects can be found in my **GitHub** account.

Manjaro Linux

I colaborate with the development of the Manjaro Linux distribution. I took part in the development of the hardware detector to allow the user to install the right drivers.

Prefix Tree

I created a project to compare the performance in different *Prefix Tree* such as *Trie*, *Ternary Search Tree* and *Radix Tree*. I used several cutting edge technologies like: C++11, Google Test (for unit test) and **Conan** (for dependencies manager).

Linux Kernel I have been studying the Linux Kernel from the beginning of 2015. First, I read books such as "*Understanding Linux Kernel*" and "*Linux Decide Drivers*". Nowadays, I am taking the **Eudyptula Challenge**.

Personal blog

I have a personal blog where I write about different topics I think people can be interested in. Usually, it is about new technologies and how to use them or tricks and tips I found out resourceful or important.

Programming Languages

C++: I have been using C++ for several years in different projects and technologies. For multithreaded applications I used *Pthreads* and *OpenMP*, I had some experience with *MPI* for distributed systems. *C++11/14* to explore the new features included. *Boost* to have access to the *filesystem*, *networking*, *smart pointers* and *testing/mocking*. *Google Test* to use it as a unit test framework without big dependencies. *Conan* as a dependency manager. *CMake* to build projects. *GDB* for debugging applications. *Valgrind/Perf* to measure performace and find bottlenecks.

C: I used C for low level programming, such as *Linux Kernel Drivers* for Real Time Operating Systems **RTAI** and to create a new scheduler using the **Rate-Monotonic** algorithm. Moreover, I used C in *Embedded Systems* to create applications to control industrial systems using *Syscalls*.

Good knowledge of: **Python** and **Bash** with scripting purposes.

Languages

Spanish Native

English Working knowledge

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