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)

Advanced Data Structures, Compilers and Interpreters and Distributed Systems

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

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.

In addition, I had to take over two projects to refactor, maintain and add new features.

2013-2015 Software Engineer at European Bioinformatics Institute

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

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

Courses

April 2016 LFD331: Developing Linux Device Drivers; Linux Foundation

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

August 2015 Agile for developers; Accelebrate

November Algorithms, Part II; Coursera, Princeton University 2014

September Algorithms, Part I; Coursera, Princeton University

2014

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.

Agile Methodologies I have experience working with **agile methodologies** such as **Scrum** and **Kanban**. Moreover, I work using techniques like **code review**, **pair programming** and **TDD**.

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).

ARM C Compiler (ACC)

I am working on creating a **self-hosting compiler** for **C** in the **ARM** architecture. I started this project to learn properly all the aspects of the **ARM** architecture and improve my **knowledge of compilers**.

Linux Kernel I have been studying the Linux Kernel since 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 with several technologies. C++11/14 and Boost to explore the new features. Google Test/Mock to use it as a unit test framework without big dependencies. Conan as a dependency manager. CMake to build projects. GDB for debugging applications. 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.

ARM: I am learning the ARM assembly for ARMv8.

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

Languages

Spanish Native

English Working knowledge

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