

Oscar Forner Martinez

I am a software engineer who likes challenges when working in a project, I really enjoy applying elegant algorithms and advanced data structures to solve problems in an efficient and elegant way. Moreover, I am interested in topics such as Linux Kernel and Compilers.

Experience

- 2015-Present Software Developer at Programming Research Ltd.**
- 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 handling, 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.
- 2013-Present Open Source**
- I am actively contributing to open source projects that I find interesting and challenging. Some of my contributions can be found in my [GitHub profile](#).
- Linux Kernel:** I am interested in topics such as **Scheduler** and **Device Drivers**. I am currently taking the [Eudryptula Challenge](#).
- Prefix Tree Comparison:** Compare performance for different *Trie*, *Ternary Search Tree* and *Radix Tree*.
- ARM C Compiler (ACC):** I am creating a **self-hosting compiler** for **C** in the **ARM** architecture.

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

Education

2010-2013	Bachelor of Engineering in Computer Science ; Universitat Jaume I (Spain) <i>Advanced Data Structures, Compilers and Interpreters and Distributed Systems</i>
2006-2010	Associate Degree in Computer Science ; Universitat Jaume I (Spain) <i>Operating Systems, Real Time Operating Systems and Embedded Systems</i>

Programming Languages

C++	3 year experience using C++11/14 and Boost .
C	3 year experience.
ARM	A few months of experience.
Python and Bash	Good knowledge with scripting purposes.

Technical Skills

Methodologies	Design Patterns, Object Oriented Programming/Design.
Agile	Scrum, Kanban, Code Review, Pair Programming and TDD .
Unit Test	Google Test, Google Mock, Unity and FFF .
Libraries	Boost, Protocol Buffers and LLVM .
Debugger	GDB, LLDB and Mozilla rr .
Build	Make, CMake, Maven and Gradle .
CI	Jenkins and Travis .
VCS	Git, Subversion and Mercurial .
Tools	Cling, Clang-tidy, Clang-modernize, Clang-format, Ctags and Cscope .
Analysis	Clang-sanitizer, PRQA Framework, Coverity, Perf and Valgrind .

Languages

Spanish	Native
English	Fluent

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