
Manel Hidalgo Agraz

Computer Engineer

22/10/1991

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About me

Programming and Videogames enthusiast. I enjoy experimenting with anything tech related, since building a 3D printer, making a Rpi cluster, DevOps stuff or programming a game. I've been working with linux distros (debian and arch mainly) since forever, along with Windows (gaming mainly)

EXPERIENCE

Applus Idiada, Santa Oliva, Tarragona - *Full Stack Software Engineer*

August 2017 - Current

- Developer of some intern Idiada's software products.
- SQL Server, Hibernate, Spring, Java 8, Primefaces, JavaScript, CSS
- Agile Development (Scrum)
- Integration responsible using Git and Gitlab

Digital Legends Entertainment, Barcelona - *QA Tester*

July 2016 - August 2016

- Quality assurance testing for the company products.
- It was part of the degree internship.

Cruz Roja Tarragona, Tarragona - *Teacher*

June 2015 - September 2015

- I gave a preparation course for ACTIC's title of Generalitat de Catalunya

Early jobs, Tarragona

Early 2010s - 2014

- Summer jobs like cleaning a school, refactor an old company website or basketball trainer of Gimnàstic de Tarragona club.
- Special mention to 2014 summer, where I worked for McDonald's as a base employee.

EDUCATION

Universitat Rovira i Virgili, Tarragona - *Computer Engineering degree*

September 2012 - September 2017

Computer Science specialization (AI, Compilers, Computer graphics and Computer vision)

Czech Technical University, Prague - *Erasmus+*

September 2016 - February 2017

Coursed the last semester. Took AI, Compilers, Computer Graphics, Advanced Programming and Operating Systems subjects.

Mare de Déu del Carme, Tarragona - *High School*

2007 - 2009

Techno-Scientific specialization.

SPOKEN LANGUAGES

Catalan - Native

Spanish - Native

English - European CEFR B1 (Though I've practiced a lot on my personal time over the years)

PROGRAMMING LANGUAGES AND TOOLS

Used frequently : C++, Python, Java, Git (CLI), Jira, Gitlab, Visual Studio, Visual Studio Code, Sublime Text, Postman

Used sometimes : C#, C, JavaScript, Shell, Unity, PostgreSQL

Ran through tutorial : Unreal Engine, Kotlin, Swift, Scala, Docker

OTHER

Organizer of Gamejam URV-Reus 1st Edition (2016)

Participation in several coding competitions such as Google Hash or local Gamejams

Driver's Licence B1

Own Car

Eager to travel