Marc Benedí

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Experience

Engineer, *HELM Mobile Development*, Barcelona, ES. **Sept 2018 - Present**
- Currently working as an Android developer using Kotlin and applying different software architectures to design high quality applications.

Internship, *CERN*, Geneva, CH. **Jun 2018 - Sept 2018**
- DevOps - Worked with Ansible, Kubernetes and Docker to build a cluster for critical applications

Internship, *EY*, Barcelona, ES. **Jun 2017 - Sept 2017**
- Worked at nh-hotels web team, programming in C#, Java and web
- CMS (Tridion and DXA)

Android teacher, *JEDI*, Barcelona, ES. **Winter/Summer 2017**
- Taught basic Android to 25+ students in a 40h course

Head of formation, *JEDI*, Barcelona, ES. **Sept 2016 - Jan 2018**
- Gained valuable business administration and leadership skills
- Organized and supervised courses and workshops for students

Education

B.S. Computer Engineering, *Universisty of Edinburgh*, **Erasmus+ 2018**
Edinburgh.
Coursed Software Engineering and Computer Science courses (Reasoning and Agents, Software Testing and Software Architecture, Process and Management)

B.S. Computer Engineering, *UPC BarcelonaTech*, Barcelona. **2014 - 2018**
Specializing in Computer Science (Theory of Computation, Algorithms, Compilers, Artificial Intelligence)

Awards

2017: **Merit with distinction**, Computer Security [UPC, Barcelona]

2017: **Merit with distinction**, Software Architecture [UPC, Barcelona]

2017: Won the **GFI prize** with Crowdify - *HackUPC, Spain*

2016: Won the **Third prize and Lidl prize** with iTrash - *FoodHacks, Germany*

2016: Won the **First prize** with HackWorld - *Stirhack, United Kingdom*

2015: **Merit with distinction**, Operative Systems [UPC, Barcelona]

2013: **Top 5** at MANGO Innovation Lab

Projects

2018: Mint - Android application which allows redistributing patients across different hospitals.

2018: Boolean formulas into CNF converter [University research scholarship] - A system able to convert Boolean formulas into CNFs minimizing the size using some heuristics

2017: MusicLanguage - A compiler and interpreter for music pieces which allows the user write music and play it or export it to MIDI format

2016 - 2017: Firefighter exams - Android application containing support materials for firefighters

Programming languages

Comfortable: Kotlin, Java, C++, C

Familiar: Prolog, Python, Haskell

Tools

Git: Experienced with branches, rebasing, conflicts, release workflow, etc

Linux: Using Linux as primary OS for more than 3 years

Android Studio: Familiar with development, testing and debugging

Skills

Systems: Been hosting my own e-mail, web and messaging services
Leadership: Head of formation at Jedi UPC, a university teaching non-profit
Teaching: Taught various courses at Jedi UPC
Teamwork: Developed multiple production quality projects for third parties
Languages: Native in Catalan and Spanish, comfortable in English