



MARGARITA GELETA

Data Science and Engineering Student

Personal data

Birthyear: 1999 | **Email:** rita@hackupc.com | **University:** Polytechnic University of Catalonia

Professional experience

Additional experience

Courses

Awards

Volunteering

Timeline

July 2019 – present	In progress: Data Science with R track By <i>DataCamp</i> . I finished several courses on R and Data Science.
July 2019	Data Science with R: Tidyverse packages course (15 h). XIII edition of the Summer School of the <i>Master's degree in Statistics and Operations Research</i> UPC-UB, at the <i>School of Mathematics and Statistics</i> of UPC (FME). I obtained a final mark of 10 (out of 10) .
July 2019	Volunteer at the Summer Course of Algorithmics and Programming 2019 at Barcelona School of Informatics (FIB). I assisted students from Secondary School with learning <i>C++</i> and <i>Python</i> .
July 2019	Assistant at Machine Learning in Python course (40 h). JEDI Academy at <i>Barcelona School of Informatics</i> (FIB).
April 2019	Event coordinator at FIB Visiona, Barcelona. I took part in the organization of the first edition of the business forum <i>FIB Visiona</i> , held at <i>Barcelona School of Informatics</i> (FIB).
February 2019	Introduction to Machine Learning in Python course (40 h). By JEDI Academy at <i>Barcelona School of Informatics</i> (FIB).
February 2019	HTML5, CSS3, JS course (40 h). By JEDI Academy at <i>Barcelona School of Informatics</i> (FIB).
2018 – present	Member of the School Board of <i>Barcelona School of Informatics</i> (FIB).
2018 – present	Member of the Standing Committee of <i>Barcelona School of Informatics</i> (FIB).
2018 – present	Member of the Student Delegation at <i>Barcelona School of Informatics</i> (FIB).
July 2018	Coaching and mentoring course (10 h). By <i>Polytechnic University of Catalonia</i> .
Summer 2018	Volunteer at the Summer Course of Algorithmics and Programming 2018 at Barcelona School of Informatics (FIB). I assisted students from Secondary and High School with learning <i>C++</i> .
2017 – present	Member of the Student Delegation at <i>TelecomBCN</i> (ETSETB).
2017 – present	Member of the Academic Committee of the Data Science and Engineering Degree (CAGCED) at the <i>Polytechnic University of Catalonia</i> .
October 2017	Best High School research project in <i>La Selva (Triball de Recerca)</i> about video game development. PlanetWalker [3D] , Creació de videojocs amb C# i Unity .
June 2017	Finished High School with honors , awarded with a <i>Matrícula de Honor</i> certificate.
Summer 2014	Worked as an illustrator with several publishers , including TOT en RUS Media.
June 2014	C# programming course on Game Programming (80 h). By <i>University of Colorado</i> through <i>Coursera</i> .
May 2013	Intensive course on Rhinoceros 3D software for 3D modelling (30 h). Organized on-line.

About me

I am a very positive and open-minded person. I am curious by nature, I love learning new things, travelling and meeting new people. In studies and research work I am a perfectionist. In teamwork I tend to lead, since I like organizing and I am demanding.

Studies

Undergraduate student in **Data Science and Engineering** at *Polytechnic University of Catalonia*.

High School at *Col·legi Immaculada Concepció*. **June 2017**.

Qualification: *Matrícula de Honor*.

Languages (4)

English | Spanish | Catalan | Russian

Proficient in spoken and written English. *First Certificate in English* (FCE) by Cambridge University (*Universitat de Girona*, **July 2014**).

Spanish, Catalan and Russian are my native languages (therefore, also proficient in speaking and writing).

Skills

Programming languages

- ☒ C++, C, C#
- ☒ Python
- ☒ R
- ☒ HTML, CSS, JS
- ☒ SQL
- ☒ MATLAB

My projects on [GitHub](#).

Software

Video editing software – Final Cut Pro and Compressor. I made videos for several video channels, currently working and editing videos for [this karate channel](#).

Digital art software – Photoshop, Illustrator, Corel Painter and Autodesk. I worked professionally with Photoshop. My art on [deviantart](#).

Game Engines and 3D modelling software – Unity3D, Rhinoceros 3D, Zbrush.

Office automation software – Microsoft Word, PowerPoint.

Social Networks – Facebook, Instagram, Twitter.

Others – git, GitHub, bash, Latex.