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

Date	Description
October 2019	**Co-founder and member of the B of D of FIB Visiona association.** I have the role of *secretary* in the Board of Directors.
July 2019 – present	***In progress*: Data Science with R track** By *DataCamp*. 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 *Master's degree in Statistics and Operations Research* UPC-UB, at the *School of Mathematics and Statistics* 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 *C++* and *Python*.
July 2019	**Assistant at Machine Learning in Python course (40 h).** JEDI Academy at *Barcelona School of Informatics* (FIB).
April 2019	**Event coordinator at FIB Visiona, Barcelona.** I took part in the organization of the first edition of the business forum FIB Visiona, held at *Barcelona School of Informatics* (FIB).
March – October 2019	**Organizer and designer at HackUPC 2019**, Spain's biggest student hackathon with 700 attendees. I designed the web, HackUPC swag and templates for social networks.
February 2019	**Introduction to Machine Learning in Python course (40 h)**. By JEDI Academy at *Barcelona School of Informatics* (FIB).
February 2019	**HTML5, CSS3, JS course (40 h)**. By JEDI Academy at *Barcelona School of Informatics* (FIB).
2018 – present	**Member of the School Board** of *Barcelona School of Informatics* (FIB).
2018 – present	**Member of the Standing Committee** of *Barcelona School of Informatics* (FIB).
2018 – present	**Member of the Student Delegation** at *Barcelona School of Informatics* (FIB).
July 2018	**Coaching and mentoring course (10 h)**. By *Polytechnic University of Catalonia*.
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 C++.
2017 – present	**Member of the Student Delegation** at *TelecomBCN* (ETSETB).
2017 – present	**Member of the Academic Committee of the Data Science and Engineering Degree (CAGCED)** at the *Polytechnic University of Catalonia*.
October 2017	**Best High School research project in *La Selva* (*Treball de Recerca*)** about video game development. **PlanetWalker [3D], Creació de videojocs amb C# i Unity**.
June 2017	**Finished High School with honors,** awarded with a *Matrícula de Honor* certificate.
Summer 2014	**Worked as an illustrator with several publishers,** including TOT en RUS Media.

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* (with honors).

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 (+ Tidyverse)**
- ☑ **HTML, CSS, JS**
- ☑ **SQL**
- ☑ **MATLAB**

My projects on GitHub (@margaritageleta).

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 –

Social Networks –

Others – git, bash.