



Marta Quintana Portales

Software Developer

CONTACT

 martaqp97@gmail.com

 629017668

 Toledo, Spain

 GitHub: [marta.quintana](#)

 [LinkedIn](#)

 [Portfolio](#)

SKILLS

- Web Development: Frontend and Backend.
- Programming Languages: **Ada, Matlab, Python, JavaScript, TypeScript, C++, C#.**
- Audio Signal Processing and Digital Image Processing.
- Game Engines: **Unity.**
- Basic Knowledge of Modeling, Rigging and Animation in **Blender** and **3ds Max.**
- Project Management Tools: **Git, Slack, Trello, Rocket, Teams, Google Meet.**
- **Problem-Solving and Informed Decision-Making.**
- **Ability to Work Independently and in a Team.**
- **Active Learning:** Willingness to Learn and Continuously Improve.

LANGUAGES

English: B1+ (Intermediate)
Spanish: Native

HOBBIES

Drawing
Photography
Hiking - Nature

Category B Driving License

SUMMARY

Research Assistant in Web Development with experience in Backend and Frontend. I have recently completed a Master's in Computer Graphics, Games, and Virtual Reality, and I am seeking new job opportunities to enhance my growth in the field of 3D graphics and animation.

EDUCATION

 **Master's in Computer Graphics, Games and Virtual Reality**
Universidad Rey Juan Carlos, Móstoles 2024

Master's Thesis: Parametric Pattern Editing. Supervised by Jorge Félix López Moreno - Grade: 9

 **Bachelor's Degree in Audiovisual and Multimedia Engineering**
Universidad Rey Juan Carlos, Fuenlabrada 2021

Bachelor's Thesis: Gamification of an Educational Robotics Web Platform. Supervised by José María Cañas Plaza - Grade: 10

EXPERIENCE

 **Research Assistant** july 2021 - Present
Universidad Rey Juan Carlos, Fuenlabrada

Full Stack Developer responsible for the development and continuous improvement of the Kibotics platform. I optimized interfaces, managed databases, gamified exercises and designed new scenarios. I used technologies such as **HTML, CSS, Django, MySQL/PostgreSQL, JavaScript, Redux, React, Aframe, Websim** and **Blender**. I collaborated with the team using **Git, Slack** and **Trello** to ensure project efficiency.

 **Research Support Investigator for SEDDI AUTHOR**
SEDDI - URJC Móstoles october 2023 - february 2024

I collaborated on a project between URJC and SEDDI using the SEDDI Author platform for my Master's Thesis, "Parametric Pattern Editing." I gained skills in **React, Redux, TypeScript, Python** and **PyTorch**, and improved my English communication by participating in international meetings and collaborating with designers.

 **Technical Support Staff at Kibotics** april 2021 - june 2021
Universidad Rey Juan Carlos, Fuenlabrada

Responsible for the promotion, coordination, and live streaming of the '**Robotics Games 2021**' championship using **OBS** on Twitch. Additionally, I contributed to the development of the software infrastructure needed for the championship at Kibotics.

 **Robotics Teacher** march 2021 - april 2021
Robotics and Artificial Intelligence Association JdeRobot, Madrid

Taught programming in robotics and drones to children aged 10 to 15 using **Scratch**, as part of the 'ImaginaTe' program, organized by the Youth and Childhood Department of Fuenlabrada and Rey Juan Carlos University.

 **External Internship at Unibotics** november 2020 - february 2021
Robotics and Artificial Intelligence Association JdeRobot, Madrid

Full Stack Developer at Unibotics, working with technologies such as **HTML5, CSS3, and JavaScript** and gaining experience with tools like **Gazebo, Django** and **Docker**.