

Martin España

Computer Science Engineer UVG
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PROFILE

Scholarship student at the University of the Valley of Guatemala. Experienced programmer, problem solver, and highly capable of using new technologies.

KNOWLEDGE/SPECIALIZED COMPETENCIES

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|----------------------------|-------------------------------|-------------------------------|
| ✓ Game Development (Unity) | ✓ Python, Java, Kotlin | ✓ DB's Management (SQL/NoSQL) |
| ✓ Parallel programming | ✓ C, C++, C# | ✓ Leadership |
| ✓ Debugging | ✓ Javascript, HTML, CSS, SCSS | ✓ Word, Excel, PowerPoint |

EDUCATION

UNIVERSITY OF THE VALLEY OF GUATEMALA (UVG) Computer Science and IT Engineering

January 2019 - December 2023

- Software solutions for different problems.
- Algorithm analysis.
- Teamwork.
- Communication skills

Additional courses and training:

- Virtual Reality online course awarded by University of London, and sponsored by University of the Valley of Guatemala.

Technological tools:

- Unity, videogame development (intermediate).
- Android Studio, app development (beginner).
- PostgreSQL/MongoDB/Firebase, database design & management (intermediate).

Languages

- Spanish (Native) | English (Bilingual)

Recognitions

- Honor to Academic Merit given by University of the Valley of Guatemala (2019)
- Academic Distinction given by University of the Valley of Guatemala (2020)

Certificates

- ELASH (2018)

ADDITIONAL INFORMATION

The COVID-19 pandemic made me understand: how important is social interaction in daily life, and how important is to enjoy the little things we take for granted.

Personal interests: play and train volleyball in my college's Volleyball Club; play guitar and sing in my college's Guitar Club and whenever I have a free time; I like working out, dancing, partying, listening to music and watching videos; and I love playing different kinds of videogames, especially competitive ones.