MIGUEL MARTIN

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PERSONAL PROJECTS

I have quite a few (open source) personal projects that I am most proud of during my time of programming, which I work on during my spare time. Here is a small list of all my personal projects I am most fond of:

- 1. anax https://github.com/miguelmartin75/anax
- 2. Virtual Robot https://bitbucket.org/miguelmartin75/virtual-robot
- 3. pine https://github.com/miguelmartin75/pine

If you would like to see more details, please visit my "projects" section on my website (http://miguel-martin.com/projects.html).

EDUCATION

Computer Science (Advanced)

2014 to present (expected graduation year: 2016)

University of Adelaide

Goal:

To become an expert in the field of Computer Science; advancing and improving my existing knowledge of programming and programming concepts.

TECHNOLOGY SUMMARY

- Languages: C++03/11 (3+ years); C# (2 years); Objective-C (1 year); Java (1 year); Python (less than a year)
- Operating Systems: Windows, Mac OS X, Linux, iOS (development)
- Version Control: Git, SVN, Mercurial
- Applications: Vim, CMake, make, Visual Studio, Xcode

OBJECTIVE

• To create applications for the desktop and mobile that will utilise my skills in programming, problem solving and mathematics efficiently and enhance them further.

HOBBIES/INTERESTS

- Programming; developing personal projects, and contributing/developing open source software
- Computer Graphics
- Programming Language Design and Implementation (Compilers/Interpreters)
- Gaming/game development
- Multi-media/Graphics Design (Video Editing, 3D Modelling, Photo-editing)
- Math
- Experimenting with new technologies
- Working out

LINKS

- Linked-in Profile http://www.linkedin.com/pub/miquel-martin/62/777/5
- Personal Website http://miguel-martin.com/
- GitHub http://github.com/miguelmartin75
- BitBucket http://github.com/miguelmartin75