MIQUEL TORNER VIÑALS

@ miqueltorner9@gmail.com

Barcelona, Spain

EXPERIENCE

Undergraduate Teaching Assistant

Polytechnic University of Catalonia

In "Aula Lliure" program at the FIB-UPC, in which I supported first year students with the subject "Programming 1".

- Resolved doubts and presented further course topics such as data structures and algorithms
- Reviewed students' work and provided feedback
- Prepared students for evaluations through mock exams

Data Structures Algorithms

STEP Intern

Google, Assistant Team

☐ July 2022 - Sep 2022
☐ Zürich, Switzerland

Implemented an android widget that provides shorcuts to one of the Google app functionalities.

Android Java Front-End

Computer Technician

Gestió Informatica Blanes

April 2019 - June 2019 Planes, Spain

- Computer repairing and upgrading
- System updating and optimization
- · Server and virtual machines administration

Windows Hyper-V OS Troubleshooting

Software Management

Hardware Management

PROJECTS

Chips Chips

Github Devpost

Developed an algorithm during the FME Datathon 2022 to minimize the average length of the strings on the pins of a chip, thus minimizing the power loss on the chip.

Python NumPy Pandas StreamLit

SpaceShooter

Github Devpost

Developed a 2D single player game based in the arcade game Asteroids for the HackUPC 2021 using unity engine.

Unity | Git

EDUCATION

Informatics engineering

2020 - 2024 (Expected)

Polythecnic University of Catalonia

Technologic Baccalaureate

2018 - 2020

♀ IES Serrallarga

SKILLS



LANGUAGES

- English: Professional working proficiency
- Spanish, Catalan: Native or bilingual proficiency

VOLUNTEERING

From 2018 to 2022 I supported the mail service of a non-profit organization and updated their webpage on a monthly basis.

FIND ME ONLINE

- www.github.com/miquelt9
- in www.linkedin.com/in/migueltv
- www.devpost.com/miqueltorner9
- miquelt9.github.io