Marco Tejedor González

Curriculum Vitae

Abilities

- **Programming, object-oriented programming:** python, C#, java, NI LabView, javaScript, ADA, assembly (MIPS32), MatLab

- **Web Technologies** Django, NodeJS, HTML (HTML5), Cookies, AJAX, WebSockets, WebRTC, RTP, SIP.

- **Videogames:** Unity3D, videogame design, OpenGL, Unreal Engine, Construct, .

- **Informatic:** computer network architecture, Internet architecture.

- **Multimedia:** Internet & TV multimedia transmission protocols, audio & video coding standards, image processing.

- **Signal analysis:** linear systems, signal coding, filter design & analysis, signal processing.

- **Acoustic:** environmental acoustic, free field acoustic, acoustic enclosures.

- **Electronic:** electroacoustics, VHDL, digital electronic, circuit design & analysis.

- **Telecommunications:** fundamentals, antenna, audiovisual communication systems.

- **Audio & Music:** ProTools, Cubase, instruments: electric guitar

Laboral experience & courses attended

Record		
2016	Ritmo & Compás's recording studio – Madrid	College intern
2016	Advanced University Course in Robotics	URJC
2015	Introduction to Unity Course	
2013	Basic Sound Course – Audio captioning and mixing	

Background

2016-2017
Master in Videogame Design and Development
Complutense University - Madrid
2012-2016
Degree in Multimedia and Audiovisual Engineering – Fuenlabrada
2012
Access to University Exam in Carlos III University - Madrid
2010-2012
High school in PPEE La Inmaculada, Getafe
2000-2010
Primary education & Compulsory Secondary Education in PPEE La Inmaculada, Getafe

Portfolio

Master in Videogame design and Development's final project: full design and implementation of videogame SaintManick, which trailer can be seen in YouTube, by a multidisciplinary group in which I assumed the role of game logic and Artificial Intelligence implementation.

Degree in Multimedia and Audiovisual Engineering's final project: Design and Implementation of an Audio Signal Processor, implemented in National Instruments's LabView, which included multiple real time fully parametrizable audio processing effects.

During my intern period in Ritmo & Compás's recording studio, I've developed the functions of equipment repair, recording room preparation & audio post production in ProTools.

Idiomas

- Native spanish.
- Fluent english.
- Intermediate german.