

# Marc Fernández

COMPUTER ENGINEER

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## PROFILE

I am a software developer from Barcelona. Throughout my life I have established myself as a creative-thinker with great passion for technologies. Photography, graphic design, music production and programming are some of the fields I enjoy the most. With that, I am always willing to humble myself to continue growing as both a developer and as an individual.

## EDUCATION

### Bachelor of Computer Engineering

Polytechnic University of Catalonia (UPC) - Barcelona, Spain  
09/2018 - 06/2022 (expected)

### High School of technology

La Salle Bonanova - Barcelona, Spain  
09/2016 - 06/2018

## SKILLS

- Algorithm Design & Analysis
- Object-Oriented Programming
- Data Structures
- Java, C++, C#, Python
- SQL
- Unified Modeling Language (UML)
- Git
- Unit Testing
- Scrum, Kanban
- Test driven development (TDD)
- Pair programming
- Adobe Photoshop, Adobe Lightroom, Adobe Premiere

## PROJECTS

### Become - Routine maker (02/2021 - current)

Currently developing this Android app to help people being constant and getting better with their hobbies.

### Google HashCode 2021 Edition (02/2021)

Participated along with four other teammates in the online qualifications reaching top 2722 out of 9004 teams. Developed a solution for the traffic signaling problem obtaining 8,926,615 points by the Google Judge System.

### The Kakuro Game (09/2020 - 01/2021)

Designed the entire Java Swing UI for this desktop application to play, generate, solve and share kakuro games with your friends. Designed and developed a kakuro solving algorithm in Java that uses recursive backtracking. Collaborated with the algorithm for generating random boards under some given conditions.