



Marc Fernández

SOFTWARE ENGINEER

PROFILE

I am a responsible, hardworking and ambitious individual with great passion for designing solutions to any challenge.

I also have a good communication which enables me to effectively treat within a team setting in a helpful and polite way.

I always have been very willing to learn and develop new skills and do my best for the organisation I work for.

LANGUAGES

Spanish - Native

English - Expert

Catalan - Native

French - Basic

CONTACT

Barcelona, Spain
Email: markfb8@gmail.com

EDUCATION

Bachelor of Computer Engineering

Polytechnic University of Catalonia (UPC) - Barcelona, Spain
September 2018 - current

The degree provides the knowledge needed to conceive, design, develop, maintain and manage computer systems, services, applications and architectures and to understand and apply relevant legislation.

The major in software engineering teaches to build reliable, efficient software systems that meet user and corporate requirements and to manage the people, resources and stages in a project, from the definition of the client's needs to the construction and deployment of a system.

High School of technology

La Salle Bonanova - Barcelona, Spain
September 2016 - June 2018

First Certificate in English (B2)

Cambridge English
May 2016

SKILLS

- Strong grasp of core computer science fundamentals including data structures, object-oriented programming and algorithms (C, C++, Java)
- Debugging and code optimization skills
- Classic (Rational Unified Process) and agile methodologies (Test Driven Development, Pair Programming, Extreme Programming, Scrum)
- Unix/Linux environment knowledge
- SQL databases
- Unified Modeling Language (UML)
- Networking technologies (TCP/IP, UDP)
- Notions on various Digital Audio Workstations (DAWs), Adobe Photoshop, Adobe Lightroom and Adobe Premiere workspaces

EXPERIENCE

Assistant

Indústries del Comerç Bétulo (INCOBE) - Barcelona, Spain
August 2018

Performing administrative tasks, manufacturing and assisting expert workers.