

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

Cambridge English First (FCE) - B2

Cambridge English
06/2016

SKILLS

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|-------------------------------|--|
| · Java, Python, C++, C# | · Git (Github, Gitlab) |
| · HTML, CSS, Django | · Scrum, Kanban |
| · Android Development | · Unit Testing |
| · Algorithm Design & Analysis | · Test Driven Development (TDD) |
| · UML & Design Patterns | · Pair Programming |
| · SQL | · Adobe Photoshop, Adobe Lightroom, Adobe Premiere |

PROJECTS

Hackernews clone (03/2021 - current)

Currently developing a replica of this website using Django.

Become - Routine maker (02/2021 - current)

Currently developing an Android app for helping 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. Our solution for the traffic signaling problem obtained 8,926,615 points from 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.