



Alejandro

Aliaga Hyder

E-mail

den.alihyder@protonmail.com

Website

nyaboronn.github.io

GitHub

[alihyderrnyaboronn](https://github.com/alihyderrnyaboronn)

Work Experience

Sept 2019 - Jan 2020 **GPLSI University of Alicante** Internship

- backend and frontend development
 - Java, Angular 1

May 2019 - Aug 2019 **GPLSI University of Alicante** Internship

- Internship into Department of Software and Computing systems
- Working on implementing continuous integration with some of the UA projects
 - Gitlab-CI/CD
 - Projects deploy with Docker

Education

Sept 2015 - now

University of Alicante

Computer Engineer degree

Skills

Programming languages

- C (C99 and C11 standard library)

Operating system

- Linux (preferred OS to work with)

Other skills: Git, Gitlab-CI/CD, Docker, Spring Boot

- Spanish - native speaker
- English - B1

Personal projects

OverHeap (coded in asm)

- Amstrad CPC 464 Z80 game with the [CPCtelera](#)
 - [Project twitter account](#)
 - [Download](#)
 - [Gameplay](#)

Flipper

- PSP homebrew
 - [JamEngine](#)
 - [psxhax post](#)
 - [Download](#)
 - [Gameplay](#)

Aceptaelreto.com (competitive programming, [alihyder user profile](#))

- Solutions for some programming problems
 - Problem 407 - [position nº 3](#)

- Problem 164 - [position n° 3](#)
- [Source code](#)

Timber

- C++ / SFML Game from scratch
 - [Source code](#)

Evil Monkeys

- C++ Windows Shell Engine / Game
 - [Source code](#)

Doodle Jump

- C++ / SFML 2D Game like Doodle Jump
 - [Source code](#)