



Profile

Passionate programmer and recent graduate from City University, of London, experienced in working on developing solutions with a team.

Bilingual in **English** and **Spanish**

A fast learner who is **willing to learn** any new skills which may be essential for the success of a project.

Familiar with multiple programming paradigms, especially object and procedural oriented. **Excels at managing tasks** and **explaining concepts** to other individuals without experience in a specific area.

Experienced at identifying the source of inefficiencies, **bugs** and **errors in code**. Can understand code written by others quickly.

Has been an essential component in helping teams struggling with looming deadlines by splitting tasks among team members.

Not afraid to take initiative when appropriate.

Upholds good practices regarding **risk management**, code development, **communication**.

Performs well under pressure and is capable of **solving problems** quickly and with ease. Researches relevant information which may be useful for future problems or which may be key to implementing more efficient solutions.

Tech skills /Projects

Programming/Scripting languages

-Java -C# -C++ -Python -PHP -Processing 3 -SQL
-JavaScript -HTML -CSS -Visual Basic

Operating Systems

-Windows -Linux

Software Packages

-Microsoft Office(e.g Excel. Word)
-Adobe Dreamweaver

Editors/IDEs

-Visual Studio -IntelliJ
-Visual Studio Code -Atom
-NetBeans - VIM

University dissertation 2D game in Unity

My latest and most complex piece of work, using c# and procedural generation, I designed a map generation algorithm that always creates a different map for the player to interact with, the length and difficulty of the map also depends on the mode selected by the player at the beginning of the game.

Other Projects

Aside from having successfully completed a game in c#, I have also had experience in completing projects in other languages and I continue to work on other projects of my own.

C++: Instruction based input output robot war game. **C#:** 2D rpg sidescroller (WIP)

Java: 2D level based platformer with simulated physics. **HTML/CSS/PHP:** website assignment with fully working front end and back end.

Python/Tkinter: BMI Calculator.

Education

City, University of London

(2019- 2022)

-Bachelor of Science with Honours
in Computer Science, Class II Upper Division.

City of Westminster College

(2017- 2019)

-BTEC Extended Diploma in ICT: D*D*D*

IES Vicente Canada Blanch

(2012- 2017)

-11 GCSE level grades, B-C

References

Available upon request

Work experience

Blue inc. (Feb 2017)

I undertook work experience for a week and during this time I was able to learn about the inner working of running that store as well as taking part in maintenance. During my time I assisted with stock monitoring, processing deliveries and helping customers with their queries. I was able to use the opportunity to further develop my communication skills through my interactions with customers; my team-working skills through assisting staff across the store and my attention to details skills through checking stock levels and ensuring good availability.

Brightnetwork's "Internship experience" (2021)

I took part in brightnetwork's internship experience where I had the chance to enrich my knowledge on several areas beyond just computing. the programs I took part in include: "Technology", "Business, Operations and Marketing", "Commercial" and "Investment Banking & Asset Management".

Extra-curricular activities

PC building

From time to time I will build PCs for friends with components depending on what they desire, for example a work PC will need different specifications than a gaming PC.

Unity Games

In my spare time I like to design games in unity, mainly in 2D, I experiment with game mechanics and physics using C#.

Speedcubing

This activity involves solving a rubik's cube in the least amount of time possible. I have competed in official competitions and achieved a personal best solve of 9.46 seconds

French

I'm currently working on refining my french as I believe that being able to speak more languages will open up opportunities for me in the future. My french is currently at a basic level.

Longboarding

My latest hobby, mainly use it for transport, similar to skateboarding but without tricks and a longer board.

Digital Art

In my spare time I occasionally draw digital art using adobe photoshop and a drawing tablet. I mostly draw landscapes.