

Raúl Lozano Martín

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EDUCATION

The University of Manchester (2015-2019, UK)
BSc (Hons) in Software Engineering with Industrial Placement, Predicted GPA: First Class (Hons).
Bachelor Thesis: RNA folding using propositional solvers.

Colegio Agustinos Recoletos (2013-2015, Spain)
Cum Laude Graduate, Selectivad's grade: 12.5 / 14

Online Courses

Machine Learning - Stanford (Coursera).
Probability and Statistics - Stanford (Lagunita).
Discrete Optimisation - Melbourne (Coursera).

WORK EXPERIENCE

Facebook - Software Engineer

London, UK (November 2019 - Present)
- Part of the Facebook's Augmented Reality team responsible for developing AR Spark Studio.
- Designed and developed full stack large projects to help AR creators to monetise their effects.

Skyscanner - Software Engineer Intern

Edinburgh, UK (June 2017 - August 2018)
- Part of the team in charge of Skyscanner's search controls and results page.
- Developed microsites and node servers to support front and back end functionality.
- Deployed large scale systems in AWS.

PROGRAMMING

JAVA – Advanced (continuously used during degree).

C/C++ – Advanced (used for development of Spark AR Studio in Facebook).

JS/React/NodeJS – Advanced.

Python – Intermediate (used for independent projects and back-end during industrial placement year).

Bash – Intermediate (used as underlying OS for tools like Docker).

LANGUAGES

Spanish - Native (ILR level 5).

English - Fluent (ILR level 4).

PROJECTS

Bananamole.com *Co-founder, Lead Developer*
(Since 2016, UK)

- Provides a solution for students wishing to teach, learn and share knowledge.

HFCrypto *Co-founder, Developer*
(Since 2017, UK)

- A deep-learning cryptocurrency trading algorithm written in Python (Tensorflow).

GainerLoserTrader *Founder, Developer*
(Since 2017, Spain)

- Heuristic algorithm which analyses behaviour of best and worst cryptocurrencies (by earnings) at high frequency and simulates trading them in a virtual sandbox.

HACKATHONS

Great Uni Hack *University of Manchester*
(Winter 2015, UK)
Developed what later would become Bananamole.

Hackkings 3.0 *Kings College London*
(November 2016, UK)
Created a website to give Shazam cross-platform capabilities so that it can be used on any device.

StudentHack *University of Manchester*
(Spring 2016, UK)
Started the development of HFCrypto's algorithm.

HackUPC *Universitat Politècnica de Catalunya*
(October 2018, Spain)
Winner of Amazon's AWS Educate challenge.
Implemented a platform which provides a way to connect and organise people willing to help to a city's needs after a disaster.

Great Uni Hack *University of Manchester*
(Spring 2019, UK)
Winner of the hackathon. Implemented a website which analyses the top songs' lyrics of an artist.

INTERESTS

Literature - Avid reader. A list of all the books I have read or am currently reading can be found here.

Music - Member of various small bands as a guitarist.

Debate - Member of debating societies at university and at high school, specifically interested in politics.