

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).
Relevant modules include: Algorithms & Imperative Programming (88%), Distributed Computing (84%), Fundamentals of AI (83%).
Bachelor Thesis: RNA folding using propositional solvers.

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

Online Courses

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

WORK EXPERIENCE

Skyscanner - Software Developer 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.
- Build new frontend codebase and scaled through component driven development.
- Deployed large scale systems in AWS.

PROGRAMMING

JAVA – Advanced (continuously used during degree).
C – Advanced (used for the 'Algorithms and Imperative Programming' second year module).
JS/React/Nodejs – Advanced (used during industrial placement year as a web developer).
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 on my personal website.

Music - Member of various small bands as a guitarist.

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

The University of Manchester:

3rd Year (First semester)

Bachelor Thesis	Currently Enrolled
AI and Games (d.c. ¹)	Currently Enrolled
Advanced Algorithms I	First Class (87%)
Advanced Computer Graphics	First Class (76%)
Cryptography & Network Security	Second Class (67%)

3rd Year (Second semester)

Advanced Algorithms II	Currently Enrolled
Compilers	Currently Enrolled
IoT: Architecture & Applications	Currently Enrolled

2nd Year (First semester)

Algorithms & Imperative Prog. (d.c.)	First Class (88%)
Fundamentals of Databases	First Class (77%)
Operating Systems	First Class (77%)
Software Engineering (d.c.)	First Class (74%)
Machine Learning & Optimisation	Second Class (66%)
Computer Networks	Second Class (54%)

2nd Year (Second semester)

Distributed Computing	First Class (88%)
Mobile Systems	First Class (76%)
Computer Graphics & Image Processing	First Class (71%)
System Architecture	Second Class (61%)

1st Year (First semester)

Fundamentals of Computer Architecture	First Class (77%)
OOP with Java 1	First Class (75%)
Mathematical Techniques for CS (d.c.)	Second Class (65%)
Fundamentals of Computer Eng.	Second Class (65%)
First Year Team Project (d.c.)	Second Class (59%)

1st Year (Second semester)

Fundamentals of Distributed Systems	First Class (85%)
Fundamentals of Artificial Intelligence	First Class (83%)
Fundamentals of Computation	First Class (78%)
OOP with Java 2	First Class (74%)

¹ Double credits.