

# Rubén Jiménez Reina

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## Languages

- **Spanish:** Native
- **English:** Professional
- **German:** Beginner

## Tools & Skills

### Programming languages

- **Rust:** Advanced
- **Python:** Advanced
- **Java:** Advanced
- **JS & TS:** Fluent

### Web

- Database modeling and management
- Authentication and Authorization
- API REST and RPC
- API and data security
- Backend architecture
- Real time applications
- Performance
- Frontend

### Machine Learning

- Model design
- Data engineering
- Training
- Deployment
- Computer Vision

### Others

- Linux
- DevOps
- Security
- Robotics
- Containers
- Data science

## Education

### Bachelor in Computer Science Engineering

Universidad de Málaga, Spain

2019 - 2025

#### Outstanding Bachelor Thesis

Proposed, developed, and trained a machine learning model to estimate the variance of depth maps in order to combine multiple sources of information. Outstanding grade of 9.5/10

### Erasmus

Politechnika Warszawska, Poland

2023

### Master's Courses

Took master's courses in computer vision and advanced machine learning, obtaining outstanding grades of 10/10 in both courses.

### Notable Academic Achievements

- Networks and Distributed Systems (9.5/10)
- Machine Learning (10/10)
- Systems Programming and Concurrency, with honors
- Introduction to Software Engineering, with honors

## Experience

### Student's Council Developer (2019 - 2021)

Used Vuejs and Svelte to develop the websites for the *Hackers Week* annual event organized by the student council of my home university.

### Nvidia DLI certifications (2021)

Obtained certifications by the *Nvidia Deep Learning Institute* in **Fundamentals of Deep Learning** and **Fundamentals of Accelerated Computing with CUDA C/C++**.

### JunctionX Málaga winning team (2023)

Developed a steganography-based traceability system using fingerprinting techniques for digital content protection. Advanced to world finals in Finland.

### Open Source contributions & Projects

**14k downloads** across a variety of open source personal projects. I've contributed to projects such as *Burn*, *Lucky*, and others