



Francisco Tórtola

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I'm Francisco Tórtola, a software developer currently pursuing a Master's in Game Design and Development, holding degrees in Mathematics and Computer Engineering. I have been working as a software developer.

Experience

JANUARY 2023 – JUNE 2024

Software Developer/Habla Computing

Transition from pandas to pySpark on BBVA project, enhancing computational performance and data

OCTOBER 2021 – DECEMBER 2022

Intern Programmer/Habla Computing

Develop of frontend and backend for a web application. Develop expertise in functional programming paradigms through Scala.

Skills

Programming in C++, C#, Java and Python • Expertise with Unity • Knowledge of Unreal and Godot • Strong knowledge of algorithms • Data analysis

Education

FEBRUARY 2024 – CURRENTLY

Master on design and programming videogames/ Universitat Oberta de Catalunya

Master in Video Game Programming at Universitat Oberta de Catalunya, with a strong focus on programming game logic and systems using advanced tools such as engines and libraries. My studies also include designing engaging and interactive player experiences.

SEPTEMBER 2018 – DECEMBER 2023

Degree of Computer Engineering/ Universidad Rey Juan Carlos

Degree in Computer Engineering from the Universidad Rey Juan Carlos, where I developed strong skills in programming, algorithms, databases, and systems design. My education focused on combining theoretical knowledge with practical applications to create efficient technological solutions.

SEPTEMBER 2018 – DECEMBER 2023

Degree of Mathematics/ Universidad Rey Juan Carlos

Degree in Mathematics from Universidad Rey Juan Carlos, where I developed strong analytical and abstraction skills, along with logical and rigorous thinking. My studies covered key areas such as calculus, algebra, and probability, complemented by extensive knowledge in computer science.

Languages

Spanish – Native level

English – B2 First Cambridge

Additional Information

Estalmat / Universidad de Castilla la Mancha

I have participated in the Estalmat program, both as a student and later as a teacher. This is a program to stimulate mathematical talent.

Programming Contests

I have participated in numerous programming competitions, 5 times in the Madrid Ada Byron, 2 times in the National Ada Byron and 4 times in the SWERC, a European competition.