

NICOLÁS ORTEGA

Code: <https://gitlab.com/naortega>

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TECHNICAL SKILLS

Computer Languages	C, C++, Bash/Shell, x86(_64) Assembly, PHP, \LaTeX
Human Languages	English, Spanish, Esperanto, Portuguese
Tools	Linux, GDB, Git, GnuPG, CMake, GNU Make
APIs	OpenMP, SDL2, OpenGL 2/3, OpenDHT, GMP

EDUCATION

University of Seville *Present*
B.S. in Computer Engineering

- Courses on computer architecture, using assembly and architecture emulators.
- Course in algorithm design & optimization.
- Introduction to operating systems and kernel resource management.
- Data structures and algorithm design in C++.
- Development of graphical applications using OpenGL 2.1

EXPERIENCE

Conservation Corps. Minnesota *June 2014 - July 2014*
Summer Youth Corps. *St. Croix State Park, MN, USA*

- Collaboration with other crew members to achieve daily goals.
- Shared living environment with other crew members.
- Maintenance of natural parks and lake entry points.

DMUX Project *Sept. 2015 - Nov. 2016*
Software Developer & Project Co-Leader *Remote*

- Collaborating with other developers to create a 3D derby-style combat shooter game in C++.
- Working with three dimensional rendering and physics using Bullet Physics and Irrlicht.
- Maintaining the version control of the project using the Git collaboration tool.
- Developing and documenting the networking mechanics of the game.

PROJECTS

Indivisible

A program written in C that generates prime numbers in a parallelized manner using OpenMP, storing them in memory, and optionally in a file upon termination.

Colonel

A small kernel project in order to learn how an operating system works from the ground up. Supporting x86 architectures.

NeoComm

A light library using OpenDHT that attempts to create a framework for a decentralized and encrypted chat room network.