Nicolás A. **Ortega Froysa**

SOFTWARE ENGINEER · NETWORK ADMINISTRATOR

Seville, Spain

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Skills

Programming	C, C++, x86 Assembly, Rust, Bash, Java, PHP, Oracle PL/SQL, LaTeX
Tools	Linux, CMake, Docker, DOxygen, SQLite, MariaDB, GitLab CI, SSH, NGinx, Vim
APIs	OpenMP, OpenGL 2.0/3.0+, C++ STL, OpenAL, NCurses, Qt
Languages	**Native:** English (C2), Spanish · **Novice:** Portuguese, Esperanto

Experience

Zevenet
Mairena del Aljarafe, Spain

JUNIOR C++ DEVELOPER — *Sep. 2022 - PRESENT*

- Programming with modern C++ standards (C++17).
- Team collaboration in a dynamic project environment.
- Code repository management using Git CVS.
- Maintaining build system using CMake.

DMUX
Remote

DEVELOPER - CO-PROJECT LEADER — *Sep. 2015 - Nov. 2016*

- Development of a 3D, derby-style, shooter game written in modern C++.
- Collaboration with various other developers in large-scale project using Git version control tool.
- Configuring the CMake build system for the project, linking to dependency libraries.
- Had to adapt to a constantly changing development environment.
- Asynchronous communication with teammates in different timezones.

Education

CEU San Pablo Andalucía
Andalusia, Spain

DEGREE IN ADMINISTRATION OF COMPUTER NETWORKS — *2023*

- Exercises in Linux system administration.
- Configuration of complex virtual networks using Cisco Packet Tracer™.
- Setting up Docker instances of web services.
- Management of Oracle databases and programming with Oracle PL/SQL.

International Baccalaureate Diploma Programme
Minnesota, USA

IB DIPLOMA GRADUATE — *2015*

- Higher level exams in English, Spanish, and Economics.
- Standard level exams in Physics, Visual Arts, and Calculus.
- Final paper on The Free Software Movement and Intellectual Property.

Projects

Colonel

A small personal kernel project written in C and Assembly. Compatible with x86 architectures, bootable with GNU GRUB, and built using the GCC cross-compilation tool-chain and the CMake build system.

Indivisible

A highly optimized prime number generator with $O(n)$ time complexity for n[th] prime generation, and $O(\sqrt{n})$ for prime testing. Written originally in C using OpenMP, then later ported to Rust.

SAUS

Scripted AUdio Software is a very flexible command-line tool for real-time scripted audio filtering via JACK audio inputs. The C program passes input frequencies through a user-defined script written in Python.