# Nicolás A. Ortega Froysa

Software Engineer · Network Administrate

Seville, Spain

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## Skills\_\_\_\_\_

ProgrammingC, C++, x86 Assembly, Bash, QML, Rust, Java, PHP, Perl, Oracle PL/SQL, ETEXToolsLinux, Qt Creator, CMake, Docker, DOxygen, SQLite, MariaDB, Ansible, NGinx, VimAPIsQt, ModSecurity, OpenMP, C++ STLLanguagesNative: English (C2), Spanish · Novice: Portuguese, Esperanto

Experience\_\_\_\_\_

## Babel

#### C++ DEVELOPER

- Manjaro Linux as development environment.
- Low-Voltage workplace risk training.
- Maintaing & developing internal tool developed in C++ at Endesa.
- Use of Qt Creator and other Qt modules/tools for development.

#### Zevenet/RELIANOID

C++ Developer & Systems Engineer

- Test suite management.
- Internal web service administration.
- Product management & ISO generation.
- Programming with modern C++ standards (C++17).
- Team collaboration in a dynamic project environment.
- Maintaining build system using CMake.

## **Collective Tyranny**

C++ Developer & Project Co-Leader

- 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**

## Degree in Administration of Computer Networks

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

## International Baccalaureate Diploma Programme

IB DIPLOMA GRADUATE

- 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 \_\_\_\_\_

## Indivisible

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

Seville, Spain (Hybrid) May. 2024 - Present

Mairena del Aljarafe, Spain (Hybrid/Remote) Sep. 2022 - Apr. 2024

Sep. 2015 - Nov. 2016

Remote

Andalusia, Spain 2023

Minnesota, USA

2015