

# 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, Ansible, NGinx, Vim  
**APIs** ModSecurity, OpenMP, C++ STL, Qt  
**Languages** **Native:** English (C2), Spanish · **Novice:** Portuguese, Esperanto

## Experience

### Relianoid

Remote

SOFTWARE & SYSTEMS ENGINEER

Jul. 2023 - Present

- Configuration of infrastructure with Ansible.
- Test suite management.
- Internal web service administration.
- Product management & ISO generation.

### Zevenet

Mairena del Aljarafe, Spain

JUNIOR C++ DEVELOPER

Sep. 2022 - Jun. 2023

- 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

### Indivisible

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