

Kevin Montalva Minguet

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Education

Polytechnic University of Valencia — Bachelor of Science in Computer Science September 2012 - Current

- GPA (currently): 9.2 out of 10.
- High Performance Group Honors Program. Receiving all lessons in English.
- Expected graduation in June 2016.

Work experience

Telefónica — Talentum Startups: Software Engineering Intern March 2013 - August 2014

- Worked as Web Developer in the startup ObsidianaTV.
- Developed an RSS aggregator in PHP using a MySQL database.

Programming and other skills

HTML5/CSS3/Javascript + PHP

- Proficient with the web stack, building my personal website, ObsidianaTV and some WordPress plugins.
- Many experiments with Node.js, including sockets, client-server applications, ZMQ...

Java

- Proficient in desktop and client-server applications.

C/C++

- Learnt from personal study and used in programming contests.

Relevant coursework:

- Languages, Technologies and Programming Paradigms
- Algorithms and Data Structures
- Concurrency and Distributed Systems
- Parallel Computing
- Computer Networks
- Software Engineering
- Automata and Formal Language Theory
- Databases and Information Systems
- Computer Architecture

Personal Projects

Google Chrome extensions

- **RITSI Forum** - Display last messages of a phpBB forum, mark them as read to hide them, and answer and login from the popup.
- **Public transportation** - Uses a public transportation website to compute which train to catch in order to arrive at a given destination, by a given time.
- **Sakai Client** - Automatically login to the university Sakai Project, retrieve list of subjects, folders, files, etc. Allow file download and folder observing/subscribing.
- **POST Client** - Scan given URL, retrieve list of links and forms. Display forms as a table of fields (name and value), and send POST request with this data. Result of this request can be scanned also, and requests can be exported to JSON to be used with jQuery.ajax().

Arduino

- **Pong** - Pong game played by two Arduino with AI and displayed by one of them in an 8x8 LED matrix. One client in each Arduino, both wired by USB, and one server in Node.js in a computer.

Desktop

- **Jagsters** - Multiplayer, networked Java game developed with 2 other team members.

Activities and Organizations

UPV Local Programming Contest 2015

- Ranked 1st in the Polytechnic University of Valencia Programming Contest.

ACM-ICPC Regional (Southwestern Europe) Contest 2014

- Member of the university team in ACM-ICPC SWERC 2014, in Oporto.

Student Council November 2013 - November 2014

- President of the Student Council of the Computer Engineering School, at the Polytechnic University of Valencia.
- Coordinating people to solve conflicts and problems with the degree and organizing activities for the students.

RITSI — Association of Spanish Computer Engineering Student Representatives April 2013 - March 2014

- Area Coordinator, contacting universities with Computer Engineering careers for them to join the association.