Isaac Lozano Osorio

SOFTWARE ENGINEER (AVERAGE SCORE: 7.5)
COMPUTER ENGINEER

From my point of view, I consider myself a person who does not give up, I am able to devise a strategy and make decisions in critical moments, a person who does not stop researching and learning for example: 3D printers, mobile application, developer of games, inventions with electronics components, web development, etc. A person who seeks challenges.

💼 WORK EXPERIENCE

STAFF AT URJC IN PROJECT BLUETHINKING
OCT 2018 - JAN 2019

Development of an application for iPads for teaching programming at an early age (http://bluethinking.es/)

INTERNSHIP / STAFF AT VORTIC3 GROUP - URJC
FEB 2019 - MAR 2019 / MAY 2019 - AUG 2019

Development of Android mobile applications to collect information with gamification, of accessibility elements for people with special needs, in the field of public transport. Use of RML for formalization and deployment of servers with Spring Boot.

PREDOCTORAL RESEARCHER AT GRAFO GROUP - URJC
OCT 2019 - PRESENT

Development of heuristic, metaheuristic algorithms and algorithm optimization in Java.

PROJECTS AND DISTINCTIONS

Participation in programming contests at national and international level, Google HashCode, AdaByron, T3chfest and SWERC.
End of Degree Projects in Computer Engineer and Software Engineer qualified with 10. Honors in Mobile Application Development and EDA.
Publication in ACM magazine with DOI: 10.1145 / 3335595.3335640.
More information at: https://isaaclo97.github.io/

🎓 EDUCATION

SOFTWARE ENGINEER +
COMPUTER ENGINEER (AVERAGE SCORE: 7.5)
2015 - 2019
King Juan Carlos Univesity

MASTER´S DEGREE IN IA (AVERAGE SCORE: 8,4)
2019 - 2020
Menéndez Pelayo International University

🎓 LANGUAGES

SPANISH
Native

ENGLISH
Middle Level
Cambridge B1 Preliminary (PET)

📇 CONTACT

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♥ INTERESTS

MY SKILLS ARE

C++, C, Java y Python

Android Studio y Firebase

XCode, iOS y Linux

3D Printers and Electronic

Machine Learning

Javascript, C# y AngularJS

HTML, CSS y Apache Cordova