

# Gonzalo Ortega

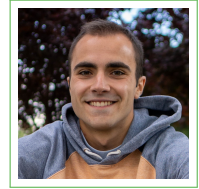
## Curriculum Vitae

Madrid, Spain

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🌐 www.gonzaloortega.com



*Mathematician, Software Engineer, Indie Game Developer*

### Education

2024–2025 **Mathematics and Applications master's degree**, *Universidad Autónoma de Madrid*, Spain.

- Currently studying Analysis, Geometry and Algebra advance courses, while working on my final master's thesis on Topological Data Analysis.

2019–2024 **Mathematics bachelor's degree**, 7.9/10, *Universidad Rey Juan Carlos*, Spain.

- Studied mathematical branches such as Algebraic Topology, Partial Differential Equations, Differential Geometry, Computational Geometry or Complex Analysis.

2019–2024 **Software Engineering bachelor's degree**, 8.25/10, *Universidad Rey Juan Carlos*, Spain.

- Learned several software development skills including multiple programming languages, system design and project management, as well as machine learning fundamentals.

2022 **Software Engineering Erasmus semester**, *Lappeenranta University of Technology*, Finland.

- Semester exchange where I learned about Software Architecture, Computer Networks and Quality Assurance among others.
- Also made university courses about Full-Stack development, Front-End design and Android applications development.

*Languages* English (advanced C1) and Spanish (native).

*Licences* Car driving license B2.

### Experience

Jan 2024 **Data scientist intern**, *CSIC, Instituto Cajal, Madrid, Spain*.

- to Apr 2024
- Internship in a neuroscience project, helping to analyze data from multiple mice experiments using machine learning to automatically classify stereotypical behaviors.
  - Developing a GUI interface to manage some of the experiment Python controllers.

Jan 2023 **Reinforcement teacher**, *IES Blas de Otero, Madrid, Spain*.

- to Jun 2024
- Secondary school teacher in the Comunidad de Madrid program Plan Refuerza, to help teenagers lagging behind in classes to improve their academic results.
  - Reinforcement in Mathematics, Physics, Chemistry, Biology, Spanish and English.

Jan 2019 **Indie game developer**, *Independent, Madrid, Spain*.

- to current
- Self-thought indie game developer, having taken part in several online world-wide game jams.
  - Projects made using Godot, Unity or Processing with art made in Krita or Aseprite.
  - A link to my published games in *itch.io* can be found in the Portfolio section.

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## Technical skills

Code ○ Java, Python, C, Pascal, R, C#, SQL, GDScript, GAMS,  $\LaTeX$ , Processing.

Tools and libraries ○ Visual Studio, PyTorch, Tensorflow, GitHub, Matlab, Google Colab, DeepCutLab, Docker, MySQL, MongoDB, Angular, Spring, Office, Godot, Unity, Android Studio, StarUML, PyCharm, IntelliJ, Krita, Aseprite.

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## Portfolio

-  Webpage [gonzaloortega.com](http://gonzaloortega.com)
-  LinkedIn [linkedin.com/in/gonzalo-ortega-](https://linkedin.com/in/gonzalo-ortega)
-  GitHub [github.com/Gonzalo-Ortega](https://github.com/Gonzalo-Ortega)
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