BORJA GARCÍA QUIROGA
COMPUTER SCIENTIST & DEVELOPER

borjagq.com
borjagq.com/contact-me/
[x]
linkedin.com/in/borjagq
github.com/borjagq

ABOUT ME

BIRTHDATE
30 September 1996

CITIZENSHIP
Spain

CURRENT CITY
Dublin, Ireland

SKILLS

CODING & TECHNOLOGIES
Python
C
C++
JavaScript
HTML & CSS
PHP
TypeScript
C#
Java
PROLOG
Haskell
Swift
x86 Assembly
OpenGL
GLSL
SQL
NoSQL
Unity
Unreal Engine
PyTorch
TensorFlow
Git
WordPress
Latex

AUDIOVISUALS
Final Cut Pro
Photoshop
Illustrator
InDesign
SketchUp
Blender

GENERAL SKILLS
Animation
Graphics
Rendering
ML
Programming
Team Mgmt.
Project Mgmt.
Creativity
Critical thinking
Research skills
Public speaking

PROFILE

I am a Computer Scientist currently based in Dublin, Ireland, with experience in computer vision, graphics, animation, advanced algorithms, and web technologies. I am passionate about finding new ways technology can impact our lives. I got my Bachelor of Engineering in Informatics Engineering from l'Universitat Politècnica de Catalunya in 2020 and my Master of Science in Computer Science from Trinity College Dublin in August 2023, where I graduated with distinction. When not coding, I dedicate my time to graphic design, illustration, and cooking.

EDUCATION

MASTER OF SCIENCE IN COMPUTER SCIENCE - AUGMENTED AND VIRTUAL REALITY
Trinity College Dublin, The University of Dublin · Dublin, Ireland
2022 - 2023
- Passed with Distinction (First Class), Class representative.
- Computer Graphics, Animation, Vision and VR based program.

BACHELOR OF ENGINEERING IN INFORMATICS ENGINEERING, COMPUTER SCIENCE
Universitat Politècnica de Catalunya, FIB · Barcelona, Spain
2014 - 2020
- Grade II (70%), Top 1 School of Informatics in Spain.
- Specialisation in Computing, Computer Science.

ERASMUS+ IN LAUREA MAGISTRALE IN COMPUTER SCIENCE
Università degli Studi di Roma 'La Sapienza' · Rome, Italy
2018 - 2019
- Master's level subjects as an undergraduate exchange student.
- Biometric systems, Software Security, and Cryptography.

THESES & DISSERTATIONS

VIDEO TRACKING AND TRAJECTORY ABSTRACTION FOR AUTOMATIC ANNOTATION APPLIED TO TENNIS
Universitat Politècnica de Catalunya, FIB · Bachelor's Thesis
http://hdl.handle.net/2117/192211
- Computer Vision, Machine Learning, Trajectory Reconstruction.
- A grade (9.9/10).

PROCEDURAL GENERATION OF DATASETS FOR TRAINING HAND POSE ESTIMATION SYSTEMS
The University of Dublin, Trinity College · MSc Dissertation
https://borjagq.com/2023/09/10/msc-dissertation/
- Synthetic Data Generation, Computer Vision, Rendering.
- Distinction (80%).

WORK EXPERIENCE & VOLUNTEERING

HEAD OF DEVELOPMENT
1D3A · Barcelona, Spain
2021 - 2022

LANGUAGES

Spanish
Catalan
English (C2)
Italian (B1)
French (B1)

PROGRAMS & AWARDS

E-LEADERS FOR A DAY
HP, Junior Achievement
2014

THINK BIG
Telefónica Foundation
2013 - 2014

START-UP PROGRAM
Junior Achievement
2012 - 2013

1ST PRIZE, BUILDINGS FOR STUDENTS COMPETITION
Escola d'Art i Superior de Disseny (DEIA)
2011

SKILLS FOR SUCCESS
Junior Achievement
2012 - 2013

OTHER INTERESTS

Graphic Design
3D Design
Illustration
Politics and int. relations
Debate
Architecture
History
Cooking

- Managing R&D projects, technological resources, and teams.
- Guaranteeing that the development strategy matches the business strategy.
- Overseeing the implementation of tests aimed at checking products.
- Setting development guidelines, methodologies, and plans.
- Participating in the board of directors of the company.
- Coordinating product management and development.

COMPUTER VISION R&D ENGINEER
1D3A · Barcelona, Spain
2019 - 2022
- Using advanced algorithms and libraries to track objects and retrieve data from videos and images.
- Build detection and classification models using Python and Tensorflow.
- Building system integration APIs.
- Using body keypoint detection neural networks along ML algorithms to detect events.

FREELANCE DEVELOPER & GRAPHIC DESIGNER
United Nations Association of Spain · Barcelona, Spain
2016 - present
- Developing a Web platform to manage UNA-Spain's conference.
- Developing and managing the main website. Design of custom WordPress theme and plugins.
- Administrating the hosts, domains, and e-mail accounts.
- Designing merchandise, graphic campaigns, and branding.

DIRECTOR-GENERAL
Catalonia Model United Nations · Barcelona, Spain
2018 - 2019
- Sharing the highest hierarchy level in decision-making, along with the Secretary-General.
- Co-appointing members of the secretariat.
- Guiding and coordinating the activity of the secretariat.
- Interviewing and selecting committee directors.
- Representing the conference in front of partner institutions, MUNs, and guests.
- Managing the logistics of the conference.
- Reviewing committee topics and study guides.

USG IT & COMMUNICATION (2016 - 2018), IT STAFF (2015 - 2016)
Catalonia Model United Nations · Barcelona, Spain
2016 - 2018
- Executing a complete rebranding of the conference.
- Setting and guarding the brand rules and guidelines.
- Implementing social media campaigns and designing a marketing strategy.
- Creating mockup contents for the crisis committee.
- Designing programs and styling conference policy documents.
- Creating and editing videos for marketing purposes.
- Managing, coordinating, and setting a strategy for the press team.
- Giving support to the delegates.

DEVELOPER & TEST (2016 - 2018), INTERN (2016)
1D3A · Barcelona, Spain
2016 - 2018
- Developing Windows software modules in C#.
- Administrating the products' websites.
- Designing UI/UX storyboards for product conceptualization.
- Developing web components and libraries with JavaScript, HTML, and CSS.
- Developing standalone PWAs.
- Documenting and testing.
- Implementing server-side video processing with FFMPEG.
- Migrating libraries from JavaScript to PHP.