Joel Novio Garcia

Email: joelnogao625@gmail.com | Phone: +34 601 430 166 | GitHub: github.com/joelng25 | Location: Barcelona, Badalona

Availability: afternoons, Monday to Friday | UPC internship agreement available

> Computer Engineering student (Software Engineering track) at UPC, with hands-on experience in personal and team projects (C++, React, Java, Git). Looking for an internship in technology and software development, open to different areas: backend/frontend development, data, AI, IT and systems, cybersecurity or technology consulting. Strong analytical and problem-solving skills, eager to learn and contribute to the team.

EDUCATION

Universitat Politècnica de Catalunya (UPC), Barcelona

Bachelor's Degree in Computer Engineering — Software Engineering Track **2023 – present**

- Honors grade (Matrícula d'Honor) in Introduction to Software Engineering
- Relevant coursework: Programming, Data Structures, Databases, Software Engineering, Operating Systems, Networks

IES Isaac Albéniz, Badalona

High School Diploma (Batxillerat) **2021 – 2023**

Average grade: 8.24 / 10

DEVELOPMENT PROJECTS

Task management application (personal project) 2025 – 2026

C++ (backend) · React (frontend) · Git · GitHub

- Designed and implemented a C++ backend that handles CRUD operations for tasks, separating business logic from data access.
- Built a React frontend with forms, input validation, and error handling.
- Used Git for version control and organized development across branches.
- Repository: github.com/joelng25

Hidato – Puzzle game in Java (team project, 4 people, UPC-FIB) 2026

Java · Backtracking · UML · Javadoc · CSV

- Co-developed a desktop application to play, generate and solve Hidato puzzles on square, hexagonal and triangular cell boards.
- Designed a three-layer architecture (presentation, domain and persistence) with singleton controllers, storing users, games, statistics and rankings in CSV files.
- Implemented backtracking algorithms with pruning to solve and validate boards and to generate them randomly by difficulty level.
- Documented the design with UML diagrams and Javadoc.

SKILLS

Languages	C, C++, Python, Java, JavaScript, R, HTML, CSS
Frameworks / libraries	React, Tkinter, Qt
Tools	Git, GitHub, Trello, Slack
Other	Excel, QGIS

LANGUAGES

Catalan	Native
Spanish	Native
English	B2 (Cambridge First)