# NATALY JAYA SALAZAR

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## PORFILE SUMMARY

Third-year Computer Engineering student with a strong interest in both IT systems and software development. Actively involved in academic projects, technical events, and continuous self-learning. Passionate about technology and committed to making the digital world smarter—and more secure. Highly motivated to learn, grow, and contribute in dynamic and challenging environments.

## ACADEMIC BACKGROUND

**BachiBac – Science and Technology Track** 2021 - 2023
Vedruna Escorial Vic

**Bachelor's Degree in Computer Engineering** 2023 - Present
University of Lleida

## TOOLS

| | |
|---|---|
| **Programming** | C++, Python, Java, Bash, JavaScript |
| **Web** | HTML, CSS, React, Next.js |
| **Databases** | SQL |
| **Tools** | Git, LaTeX, Github, Figma, Jira |
| **Office** | Microsoft Excel, Microsoft Word, Microsoft PowerPoint, Google Workspace |
| **IDEs** | IntelliJ IDEA, PyCharm, WebStorm, VS Code |
| **Platforms** | Linux, Windows |

## EXPERIENCE

**Lleidahack – Frontend Developer** 2024 – Present
Contributed to the frontend development of the Lleidahack student tech association. Tasks include fixing interface bugs, creating new pages and components, and improving usability.
*Skills: HTML, CSS, JavaScript, Git, UI Design, Team Collaboration, Jira*

**Lleidahack – Marketing Member** 2024 – Present
Part of the marketing team, responsible for coordinating social media efforts, managing small workgroups, creating visual content, and identifying outreach opportunities, especially on platforms like LinkedIn. Designed posters and graphics for events and internal communication.
*Skills: Communication, Social Media Strategy, Figma, Canva, Content Creation, Organizational Skills*

## HACKATHONS & TECH EVENTS

**HackUAB 2024** — Developer
Created a Python package (pip) to automatically translate Python documentation into any language.
*Skills: Python, Natural Language Processing, Localization, pip Packaging*

**HackEPS 2024** — Volunteer
Collaborated with the organizing team as part of the student tech association. Assisted with event logistics and activity coordination.
*Skills: Teamwork, Event Management, Communication, Problem Solving*

**LauzHack 2024** — Developer
Built a multiplayer drawing game (similar to Pictionary) in Unity, integrating augmented reality glasses and an AR drawing pen.
*Skills: Unity, C#, Augmented Reality (AR), Game Development, UI/UX Design*

**Lan Party Lleida** — Developer
Developed a video game using Unity during the event.
*Skills: Unity, Game Design, Rapid Prototyping*

## LANGUAGES

**Spanish**: Native
**Catalan**: Native
**English**: B2 (Upper-Intermediate)
**French**: B2 (Upper-Intermediate)