Carlos Pantin

3th year student

My name is Carlos Pantin, I'm a 3th year international student from Spain studying the degree field of computer applications. Throughout my studies, I have developed several projects and learned a wide amount of technologies both in school and on my free time. I love learning new developing technologies and I believe that as a developer, the learning curve never stops. I am eager to expand my developer knowledge with new internship or job opportunities

Contact

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Education

2020-2023
Computer Applications
HAMK (Ongoing)

Technologies

- JavaScript
- React
- Google Cloud Service
- MySQL
- Neo4J Big Data
- Docker
- Unity Game Engine
- C#
- HTML/CSS
- Python
- Angular

Language

English

Spanish

Experience

HAMK Project

Mobile Application

Jointly with a team, we developed a mobile application for our mobile development course. The app was a daily helper for the user. The user was able to add reminders with alarms, check the current day's weather, and change several UI things on the settings tab. The app used several API's such as a google weather API and a RESTFUL API for the reminders.

HAMK

Web Application

For a school project, I developed a Web Application consisting on several aspects. Firstly, the user can answer a survey and based on the answers provided, the users get the best possible candidate to vote for based on their answers. Also, the candidates can answer some questions. There's also the admin tab of the wen app. The admin can go to the admin page and there, the admin can add, delete or edit existing candidates all stored in a database. Also, all the answers are stored in a database and the users can also edit or delete their answers,

HAMK

Product Management Web Application

As a small task for a small business located in Latvia, I was tasked to develop a web application consisting on the adding of products with a unique SKU identifier. Then those products were displayed on a user friendly way and afterwards, the option to delete several products was available.

HAMK

Cloud Programming with AI

Jointly with a team, we were tasked to develop an AI that had the sole purpose of solving the game 2048 at it's best capabilities. This was all done using python and we implemented several heuristics to make this happen. Also, we experienced with google cloud services and we did some data predictions using Big Data and AI.