

Carlos Pantin

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Finland, Tampere

JUNIOR DEVELOPER

As a driven and passionate Junior Developer, I am excited to apply my technical skills and eagerness to learn to a dynamic team. With a solid foundation in several programming languages, I am committed to growing my expertise and expanding my knowledge of emerging technologies. Although I have little professional experience in the field, I am eager to demonstrate my potential and contribute to the success of a collaborative and innovative organization. I like to focus my learning on web development, I believe that my skills make me skillful on this field, but as a Junior developer, I'm eager and excited to affront new challenges and of course, learn new technologies and approaches.

KEY COMPETENCIES

JavaScript
PHP
Frontend/backend applications

React
Web Development
Python

Game Development, Unity Engine (C#)
Databases
REST applications

PROFESSIONAL EXPERIENCE

Valio

January 2023-March 2023

Technology consultant

Provided Valio a unique solution to their idea management problem. Together with a skillful team, we provided Valio with several different technologies and software for idea management with always taking into account Valio's needs and constant feedback with recurrent weekly meetings.

Accomplishments:

- Provided Valio with a solid solution to their problem
- Went through several technologies and approaches and found the best one according to their needs
- All Valio employees, regarding of their role and position, can freely submit innovative ideas.

EDUCATIONAL EXPERIENCE

HAMK

March 2021-April 2021

Web Application (Election Machine)

As part of a higher education project, I built a election machine web application using programming languages like Java, HTML, css and tools like MySQL

Accomplishments:

- Created a user page and a admin controlled page
- Users can fill in a form and based on the answers of that form, the machine gives the user the best possible candidates to vote for.
- Admin page can add, delete and edit a candidate profile info.

HAMK

March 2021-April 2021

Maze escape videogame

As part of a higher education project, together with a team, we built a simple videogame consisting on trying to escape a maze in a certain amount of time while being aware of the dangers present.

Accomplishments:

- Created the mechanics and the game map using both Unity engine and several blender models.
- Game works as expected, game has several features like traps the player needs to be aware of and several objectives that need to be done to escape the maze.

Personal Project

March 2021-April 2021

Personal Website Project (WIP)

As my studies come to an end, I realized that I need to have a personal website showcasing more about me as a person and my professional skills. Website was created using react , Vue.js and a CSS framework called Tailwind.

Accomplishments:

- Created a good looking website with small features like dark mode and a downloadable CV file.

EDUCATION

Hame University of Applied Sciences

Computer Applications Bachelors degree (2020-2023)