

# Carlos Pantin

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Finland, Tampere

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## 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.

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## KEY COMPETENCIES

JavaScript  
PHP  
Frontend/backend applications

React  
Web Development  
Python

Game Development, Unity Engine (C#)  
Databases  
Cloud Platforms

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## 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.

### Unfair Advantage Oy

October 2023- On going

#### Fullstack developer intern

As part of the tech team at Unfair Advantage, I am tasked to maintain and innovate on the company's main platform using React.

#### Accomplishments and tasks:

- Implement new features to enhance user experience.
- Maintain the platform and constantly be on the look for bugs and it's fixes.
- Be part of a team while communicating ideas to maintain and innovate on the platform.

## EDUCATIONAL EXPERIENCE

### 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 (<https://carlospantinportfolio.vercel.app/>)**

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.

Accomplishments:

- Created a good looking website!
- Showcase my various projects.

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## EDUCATION

**Hame University of Applied Sciences**

Computer Applications Bachelors degree (2020-2023)