



CARLOS DELGADO

Almost Software Engineer

@ cdelgadoguiberteau@gmail.com

+34 628818708

Spain

Cdelgado23

carlos-delgado-guiberteau-55a29415b

cdelgadoguiberteau.netlify.app

STRENGTHS

Autodidact Teamwork

critical thinking

assertiveness positivity

TECH STACK

C++ C# Java Python

HTML CSS Javascript

Bash LaTeX

SQL No SQL Oracle

MongoDB DynamoDB

Firestore Neo4J

Git Git Flow Jira

Unity Android OpenGL

OpenCV

REST SOAP TCP/UDP

React

Flask Spring Boot

Jenkins Urban Code

OpenShift Ansible

Nexus Terraform

Github Actions

AWS (serverless stack)

LANGUAGES

Spanish : Native

English: Intermediate / B2

EDUCATION

Software Engineering | Polytechnic School of Cáceres, Universidad de Extremadura

06/2016 - 07/ 2021

Cáceres, Spain

English B2 | Cambridge University

-

Spain

Microsoft Certified: Azure Fundamentals | Microsoft

03/2021

Spain

Master in Finance and Big Data | EAE Bussiness School

09/2020 - 06/ 2021

Online

EXPERIENCE

Software Developer / DevOps Intern | Santander Global Tech

09/2020 - 06/2021

Madrid, Spain

- Develop new software. Drools rules, Flink Enrichment, Rest WS, SOAP and Rest clients.
- Implement CI/CD pipelines, handle enviroment configurations, Deploy Software to different enviroments.
- Spring, Java, OpenShift, Sonarqube, Flink, SQL, Oracle, REST, Cucumber, Kafka, Maven, Git, Jenkins, UrbanCode.

AI Researcher Intern | Robolab - Robotic Department Unex

02/2020 - 04/2020

Cáceres, Spain

- Develop a virtual enviroment and get to know different state-of-the-art algorithms.

Software Engineer Intern | Homeria Open Solutions

02 2019 - 04 2019

Cáceres, Spain

- Design and develop an application to control a number of sensor attached to a Raspberry Pi, handle its configuration, store the data collected and visualize it in a gamified way.

VOLUNTEERING

Free time monitor and educator | Scout Group Al-Basharnal - ASDE Scouts de Extremadura

09/2017 - 12/2020

Badajoz, Spain

PERSONAL PROJECTS

From The Void - (3D interactive Scene)

📅 01 2020 – 05 2020

- Study behaviour of a Unity scene using models with high level of details.
 - Basic AI implementation.
 - Use Cinemachine to animate camera on cutscenes.
 - <https://drive.google.com/open?id=13LauE6CzR-wvAaY5j2zBvnsiqBmkQOxP>
-

Personal Website

📅 04 2020 – 07 2020

- First contact with cloud technologies.
 - Learn about serverless stack on AWS.
 - Shutdowned due to end of free tier 😞
 - Lambda, S3, DynamoDB, CloudFront, API Gateway
-

Personal Blog |

📅 11 2021

- Learn about Nextjs.
 - handle a CMS behind the scenes.
 - React, Nextjs, TypeScript, NetlifyCMS.
-

ACHIEVEMENTS

Think Big Award - Hack For Good 2018 (Cáceres, Spain)

Videogames as tools for education.

First Position - Boobst Challenge - LauzHack 2018 (Lausanne, Switzerland)

Machines visualization with augmented reality glasses.

Second Position - Rural hackathon 2018 (Badajoz, Spain)

Visualization of the monuments with augmented reality.

Third Position - Hack For Good 2019 (Cáceres, Spain)

Buildings accesibility through augmented reality.

Second Position - Boobst Challenge - LauzHack 2019 (Lausanne, Switzerland)

Interacting with machines through virtual reality and gesture control.

49th Position - Tuenti Challenge 10 - May 2020

14/20 challenges completed successfully.

Samsung Devices x apps - Summer 2020

Implement Samsung IAP API in 4 Android Apps deployed to Samsung Galaxy Store.

1391st Position - Google HashCode 2021

Big Data analysis.
