



# CARLOS DELGADO

Almost Software Engineer

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Spain

Cdelgado23

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## 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

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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

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### 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>

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### Personal Website |

📅 04 2020 – 07 2020

- First contact with cloud technologies.
- Learn about serverless stack on AWS.
- Architecture drawn on readme of repo: <https://github.com/Cdelgado23/Carlos-Personal-Website>
- Shutdowned due to end of free tier 😞

## ACHIEVEMENTS

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

Videogames as tools for education.

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

Machines visualization with augmented reality glasses.

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### Second Position - Rural hackathon 2018 (Badajoz, Spain)

Visualization of the monuments with augmented reality.

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

Buildings accesibility through augmented reality.

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

Interacting with machines through virtual reality and gesture control.

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### 49th Position - Tuenti Challenge 10 - May 2020

14/20 challenges completed successfully.

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### Samsung Devices x apps - Summer 2020

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

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### 1391st Position - Google HashCode 2021

Big Data analysis.

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