CARLOS DELGADO

Almost Software Engineer

@ cdelgadoguiberteau@gmail.com   📞 +34 628818708   📍 Spain
 Cdelgado23   🔗 carlos-delgado-guiberteau-55a29415b

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
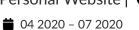
📅 09/2017 – 12/2020   📍 Badajoz, Spain

📂 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

🏆 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.