

Contact

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(LinkedIn)

Top Skills

Apache Spark

TypeScript

Azure Databricks

Languages

English (Professional Working)

Spanish (Native or Bilingual)

Certifications

Learning Kubernetes

Juan Francisco Crespo Galán

Senior Full Stack Engineer at Redslim
Spain

Summary

I'm a software engineer and developer with more than ten years of professional experience. Passionate about all kinds of technology, but especially interested in software design, parallelism, and optimization in "close to the metal" languages.

I have worked with a remarkably diverse technological stack: from C in embedded systems, to full stack web development, digital signal processing, some videogame development and, more recently, machine learning.

I pride myself on being able to learn most languages and frameworks in a truly short amount of time and provide efficient solutions to any kind of problem.

Experience

Redslim

Senior Full Stack Engineer

April 2023 - Present (2 years 11 months)

Madrid, Community of Madrid, Spain

I'm driving the technical side of multiple initiatives focused on achieving a key part of our growth plan: the creation of an unified technological platform that increases quality and efficiency across the whole company.

I created an event driven module to gain insight into our previously invisible internal processes to both, empower teams diagnosing issues, and automate away error prone, time consuming tasks like KPI collection.

I'm also developing tools that process large amounts of data in a performant and distributed way to automatically check and enforce quality standards for our data transformation pipelines, providing a fast feedback loop that makes possible to efficiently improve internal processes and increase customer satisfaction.

I'm leveraging both a very diverse and challenging technological stack that makes it possible to integrate all the already existing pieces together with new functionality into an unified platform that can empower the whole organization.

NielsenIQ

Senior Software Engineer

September 2021 - April 2023 (1 year 8 months)

Valladolid, Castilla and Leon, Spain

Helped multiple divisions by increasing automation and developing human assisting tools through novel data oriented solutions as an individual contributor within the Architecture-Innovation team.

Collaborated in the development of the latest version of NIQ's internal machine learning framework used by multiple teams to train and evaluate AI models that serve operational needs across the company.

Defined and internally published an improved workflow to easily create, iterate and deploy machine learning artifacts.

NTT DATA Europe & LATAM

2 years 6 months

Full Stack Engineer

June 2020 - September 2021 (1 year 4 months)

Valladolid, Castilla and Leon, Spain

Took a more committed role as a full-stack engineer, being involved in all the key parts of the BilliB product.

Led the front-end part of the product at a very challenging time, ensuring the correct and timely delivery of key features needed by potential clients.

Back End Engineer

April 2019 - June 2020 (1 year 3 months)

Valladolid, Castilla and Leon, Spain

Participated in developing financial software for BilliB as a back-end engineer.

Spearheaded a 10x throughput increase to service our biggest client by optimizing the orchestration flows in a key part of the architecture.

GRIAL

3 years 1 month

Software Engineer

October 2016 - April 2019 (2 years 7 months)

Zamora, Castilla and Leon, Spain

Developer for several joint projects with INTRAS Foundation.

Created a management system MVP for special needs care centers using TDD methodology.

Integrated several independent projects in an ecosystem using a single authentication system and a combined dashboard.

Contributed features to other already existing projects.

Software Developer

April 2016 - September 2016 (6 months)

Salamanca, Castilla and Leon, Spain

Took part in the development of a private social network meant to help patients, carers, and family interactions in special needs care centers for adults.

Audaspace (Blender's audio library)

Open Source Developer

June 2015 - November 2015 (6 months)

Remote

Contributed several audio processing features to Audaspace, Blender's audio library.

Added the capability to generate spatial sound in interactive environments through high performance sound convolution features that took advantage of the power of low level code written in C++.

Made these highly performant capabilities available through Python at almost no extra performance cost.

Universidad de Salamanca

Software Developer

June 2013 - September 2013 (4 months)

Salamanca, Castilla and Leon, Spain

Developed a 3D model visualization and manipulation component for a medical training software.

Education

Universidad de Salamanca

Master's degree in Computer Engineering, Computer
Engineering · (2014 - 2016)

Universidad de Salamanca

Bachelor's degree in Computer Science, Computer Science · (September
2008 - July 2014)

Universidad de Salamanca

Technical Engineering in Computer Systems, Computer Science · (September
2008 - July 2013)