MARIO LANDÁBURU

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SUMMARY

Motivated and resourceful Junior Software Engineer with hands-on experience in Java development, web technologies, automation, and game design. Strong foundation in full-stack development, database management, and team collaboration. Known for building real-world software solutions that blend technical depth with usability and design clarity.

WORK EXPERIENCE

Prima-Ram, Pulpi, Spain - Software Engineer Intern

- Developed internal use web apps using PHP and JavaScript, handling schedules and meetings and generating weekly reports.
- Designed and organized MySQL databases for internal tools, supporting efficient data access across modules.
- Created internal forms tied to OpenAl API for auto-generating customized PDF client reports with branding.
- Built a lightweight Android app using WebView to connect users to the company website with native navigation..

PROJECT EXPERIENCE

Java Music Store Management System

- Designed a modular desktop app in Java with SQL-based persistence and full CRUD operations for clients, sales, inventory, and billing.
- Used UML diagrams and RUP methodology to ensure structured, scalable development.

Phaser-Based Web Game

- Developed a pixel-art top-down game using JavaScript and Phaser with card-based duels.
- Handled map design with Tiled and UI elements with Photoshop.

EDUCATION

Computer Engineering

Universidad Complutense de Madrid (Spain)

Software Technology (1y Erasmus Program)

Linnaeus University (Sweden)

Multilingual High School (French and English)

IES Alfonso Escámez (Spain)

SKILLS & TOOLS

- Technical Skills: JavaScript, Python, PHP, HTML5, CSS3, React, Node.js, REST APIs, Java, MySQL, Git, OpenAl API, Android Studio
- Languages: Spanish (Native), English (C2 Professional)