KEVIN PRIETO SERRANO

Java Backend Developer - Software Engineer

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SKILLS

- **Backend & Languages:** Java 17, Spring Boot, REST APIs, SQL, Python, Bash. Secondary: C# (Unity), Kotlin, Swift.
- **Architecture:** Clean, SOLID, OOP, Layered (Controller/Service/Repository), Unit Testing (JUnit 5), TDD, Logging (SLF4J).
- **DevOps & Tooling:** Git, GitHub, GitLab, Docker, Jenkins (CI/CD basics), Postman, SonarQube, JIRA.
- **Data & Automation:** Advanced Excel (VBA, PivotTables), ETL, Power BI, DAX, Power Query.
- **Security & AI:** Secure coding, Basic pentesting, AI-assisted development (GitHub Copilot, ChatGPT, Claude Code)
- **Languages:** English (C2), Spanish (Native), Portuguese (C1), French (A2).

PROJECTS

EYLA — Project Manager | Orientation System (Backend System Design / Software Engineering)

- Developed a backend system designed to maintain state, intent, and continuity in the long-run.
- Modeled projects as first-class entities with persistent state, editable roadmaps, and non-ephemeral history.
- Implemented roadmaps as evolvable systems, not disposable task lists.
- Designed a deterministic core model for clarity, consistency, and long-term state management.
- Built focus logic around a single perceptual center, avoiding enforced workflows.
- **Developing a mobile app of EYLA (EYLA-Mobile)** using React Native and TypeScript, focusing on cross-platform delivery and integration with the core system.
- Designed the system to function independently of AI, preserving user agency and explicit intent.

Flight Fare Optimizer — Java-based desktop application
Java 17 · JavaFX · iText · JUnit

- Designed and implemented a **modular JavaFX desktop application** for flight search, filtering, and fare comparison.
- Implemented **pricing and ranking logic** (cheapest flight detection, sorting, filtering) using **Java Streams and functional patterns**.
- Integrated **PDF generation** with **iText**, including embedded fonts and export-ready layouts.
- Packaged and distributed the application using **jpackage** for cross-platform delivery.
- Wrote **unit tests for core business services**, separating UI from domain logic.

WORK EXPERIENCE

Coordinator in Game Development — Videogame "Moción"

Remote — Spain | Aug 2025 – Present

- Designed and integrated **modular gameplay and control systems**.
- Developed reusable components, prefabs, and scripts focusing on maintainability.
- Built automated test scenes for system behavior validation.
- Managed version control, code reviews, and branching via GitLab.
- Coordinated agile development with multiple contributors.
- Leveraged AI tools for accelerated debugging and scripting, maintaining code quality.

Bank of America — Business Analyst — Temporary contract

Remote — Spain | Mar 2025 – Sep 2025

- Analyzed large operational datasets for accuracy and compliance.
- Automated reporting pipelines using advanced Excel (VBA, PivotTables), reducing manual work.
- Developed Python scripts to automate data cleaning and reporting.
- Improved data validation workflows with cross-functional teams.

Verne Technology Group — Data & AI Specialist — Internship

Remote — Spain | Dec 2024 – Mar 2025

- Developed and optimized Power BI dashboards using DAX.
- Automated reporting and managed backend data (SQL, Power Query).
- Converted business needs into technical specifications.
- Collaborated with development teams; gained exposure to Git and DevOps.

EDUCATION

Higher Degree in Mobile App Development (DAM) ~2,000+ hours
Centro Oficial de Formación Profesional CCC — Madrid, Spain
May 2023 – Jul 2025

- **Strong foundation in Java and OOP.**
- **Backend fundamentals: REST API, relational databases (MySQL, SQLite).**
- **Applied clean architecture and testing.**
- **Built Android applications using a full development lifecycle using Unity & Android Studio.**

Evolve Cybersecurity & AI Program— Remote ~480 hours
Apr 2025 – Present

- Developed secure software and analyzed code vulnerabilities.
- Utilized Python and Bash scripting for automation and security.
- Simulated real-world attacks and implemented application hardening through hands-on labs.