

# KEVIN PRIETO SERRANO

Java Backend Developer - Full Stack Software Engineer

📞 [+34611805752] | ✉ [kevprieto.dev@gmail.com] | LinkedIn [linkedin.com/in/kevin-prieto-developer/]   
 [github.com/KevPrieto] | kevprieto.com

## SKILLS

---

- **Frontend:** React, Next.js (App Router), TypeScript, Tailwind CSS, shadcn/ui, static generation (MDX/Markdown), Vercel.
- **Backend & Languages:** Java 17, Spring Boot, REST, SQL; Python, Bash, C# (Unity), Kotlin, Swift.
- **Architecture:** Clean, SOLID, OOP, layered design, JUnit 5, TDD, 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.
- **Languages:** English (C2), Spanish (Native), Portuguese (C1), French (A2), Japanese (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.