

# Nicolas Esgeb Reyes

## Computer Science MSc Graduate (2025)

✉ nico.esg.rey@gmail.com

☎ +44 7782 138497

📍 Bristol

📄 Eligible for UK Graduate Route (post-study). Awaiting official award in Nov 2025 to apply — no sponsorship required.

🔗 <https://nicoesgeb.github.io/>

🐙 [github.com/NicoEsgeb](https://github.com/NicoEsgeb)



### PROFILE

Former civil/mining engineer, now a **recent MSc Computer Science graduate from the University of Bristol (2025)**. Passionate about turning ideas into working software; strengths in **C, C#, Java** and collaborative Agile delivery.



### LANGUAGES

Español

Native



English

C1 - IELTS 8.0



### SKILLS

Languages/Engines

C, C# (Unity), Java

Web

JavaScript, HTML, CSS

Cloud/Tools

Azure, Git, REST APIs, SQL, Agile



### CERTIFICATES

- IBM Getting Started with AI [↗](#)
- IBM Granite Models for Software Development [↗](#)



### EDUCATION

**MSc Computer Science**

University of Bristol

2024 – 2025 | Bristol, United Kingdom

**General English Programme (C1 Level)**

English Language Academy, University College Dublin

2022 – 2024 | Dublin, Ireland

Completed three 25-week intensive English programmes. Focus on academic and professional English. Achieved IELTS 8.0 (C1).

**Civil engineering in Mining**

Pontifical Catholic University of Valparaíso

2015 – 2021 | Valparaíso, Chile



### PROFESSIONAL EXPERIENCE

**IBM**

Project Intern

Jan 2025 – Sept 2025 | Bristol

- Built a Unity/C# VR conversational-AI prototype integrating **Watson Assistant** (REST/JSON) for live STT/TTS NPC dialogue; shipped a demo used in client reviews.
- Implemented a clean API client, request batching, and lightweight caching, cutting average response time by **~30%**.
- Secured secrets via environment encryption and documented the setup for teammates.

**GEODATOS S.A.I.C.**

Geophysical Data Processing Engineer

2021 – 2022 | Santiago, Chile

- Processed field datasets from **magnetometry, electrical resistivity tomography (ERT), seismic surveys**, and **downhole/well sensor profiles**, applying QA/QC, filtering, and standard workflows.
- **Interpreted** processed results to delineate subsurface structures, anomalies, and targets; reconciled findings across multiple methods to increase confidence.
- **Authored final client reports** with clear methodology, processing steps, interpretations, maps/sections, and recommendations.
- Performed **field acquisition** for exploration campaigns.



### PROJECTS

**PengWings game**

Jan 2025 – May 2025

2D side-scroller (p5.js, HTML/CSS), **Jan – May 2025** — Led background mechanics and UI; shipped polished art/UX.

**FantasyRadio**

Web App – HTML, CSS, JavaScript

Ambient web radio (HTML/CSS/JS) — Built a small SPA with custom styling and player