Nicolas Esgeb Reyes

Computer Science MSc Graduate (2025)

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- Chilean
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Español Native

English



🖶 PROFESSIONAL EXPERIENCE

GEODATOS S.A.I.C.

Geophysical Data Processing Engineer 2021 – 2022 | Santiago, Chile



Technical

• C, Java, JavaScript, HTML, CSS, SQL, Git, Agile

Soft

• Communication, teamwork, adaptability, problem solving

CERTIFICATES

- IBM Getting Started with AI
- IBM Granite Models for Software Development
- Mastering the Art of Prompting 🛮

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

PROFILE

Former civil mining engineer now pursuing an MSc in Computer Science at the University of Bristol. Passionate about solving problems through code and building creative software solutions. Strong foundation in teamwork, adaptability, and continuous learning. Experienced in C, Java, and Agile project delivery.

PROJECTS

PengWings game 🛮

2D Side-Scrolling Game (p5.js, HTML, CSS) 01/2025 - 05/2025

Built during a team project at the University of Bristol. I designed the background mechanics, created the ingame workshop interface, and led the visual design/art direction.

Steel Tongue Drum

Godot Engine – GDScript 2021

My first app, built before receiving any formal programming training. Used the Godot engine to recreate a real instrument as a fully playable mobile app with touch interaction and audio playback. Published on Google Play.

FantasyRadio 🛮

Web App - HTML, CSS, JavaScript Built an ambient web radio site combining fantasy visuals and chill lofi music to enhance focus while studying. My first fully styled front-end project.