

Nicolas Esgeb Reyes

Computer Science MSc Graduate (2025)

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 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

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