

Pablo Gamito

SOFTWARE ENGINEER

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Education

Imperial College London

London, UK

MEng in Computing · First & Second Year Results: First Class Honours

Oct. 2017 - Exp. Jun. 2021

- Sponsored to represent Imperial College in the Northwestern Europe Regional rounds of the International Collegiate Programming Contest.
- Developed the core components of a bare-bones operating system in C, as part of the OS course: virtual memory, system calls, scheduling.
- Developed a compiler and an interpreter for a C-like language with syntactic & semantic analysis.

Cité Scolaire Internationale

Lyon, France

International Option of the French Baccalauréat with scientific concentration · 18.14/20 Average

Sep. 2013 - Jun. 2017

Work Experience

G-Research

London, UK

SOFTWARE ENGINEER INTERN

Jun. 2019 - Sep. 2019

- Created a Python package for researchers to interact with a large vectorized calculation application, streamlining a very tedious workflow.
- Replaced a legacy C# specific data serialization protocol, used by the calculation application's communication protocol, with Protobuf. This allowed for better backward compatibility and cross-language support, meaning smoother upgrades to the communication protocol and enabling applications written in other languages to more seamlessly communicate with the calculation platform.
- Built a Jupyter notebook extension to explore the analytics available to use within the vectorized calculation application, through independent and synchronized IPython widgets, for improved quantitative research output.
- Redesigned a legacy .NET application, handling millions of requests daily, improving extensibility, scalability, and reliability of the application. Ported over to .NET core for cross-platform compatibility. Packaged as a containerized application and deployed to a Kubernetes cluster.

Netcraft

Bath, UK

SOFTWARE DEVELOPER INTERN

Jul. 2018 - Sep. 2018

- Expanded Netcraft's product line by working on the development of both an Android application for retail customers and an Android API library for enterprise clients to protect against mobile phishing attacks. It served as Netcraft's entryway into mobile security.
- Engineered solutions to provide mobile phishing protection to customers and provide Netcraft with new sources of data for analysis.

Volunteer & Open Source Experience

Line Numbers for Google Documents · Open Source Web Extension

Since Jun. 2017

- Develop and maintain a solution to add line numbering to Google Docs documents, and expanded it to solve the needs of specific users, notably in the legal and the education professions. It is used by over 50,000 users weekly and over 100,000 users in the last year.

International Lyon Model United Nations Website

Since Jun. 2016

- Initially designed as a WordPress theme in PHP and later ported to use a cheaper and more secure static content management system solution.
- Currently uses GatsbyJS with a React front-end and utilizing GraphQL to retrieve the website's content from easily modifiable markdown files.
- Set up a static CMS for the organization's media team to edit the content through a simple UI without any programming knowledge — changes are automatically committed and a CD pipeline which builds the static site and deploys it live to GitHub pages.

Coding Club · Founder & Teacher

Oct. 2015 - May. 2017

- Created and managed a coding club, sponsored by Flatiron School, teaching 18 students Ruby, HTML, CSS, and JavaScript.
- Learned to communicate abstract coding concepts to people with less technical knowledge during weekly meetings.

Skills

Programming

Java, C#, Python, JavaScript, C, C++, Dart, Ruby, Haskell, Solidity, PHP, SQL, HTML, CSS, Git, .NET Core
Mobile Development (Android SDK, Flutter), Front-end & Back-end Web Development (React, Node.js, Ruby on Rails)

Languages

English (*fluent*), French (*fluent*), Spanish (*fluent*), Chinese (*basic level*)

Notable Projects

Cookoff · Prize Winning Second Year Project

Jun. 2019

- A cross-platform mobile application (iOS and Android) to entice people to cook more through competition written in Flutter using Dart.
- Utilizes Firebase's realtime database for live client-side updates when data changes on the back-end for real-time user interactions.
- Takes advantage of Firebase's serverless infrastructure to process client actions and handle push notifications through cloud functions.

Blocktales · Finalist at IC Hack

Jan. 2019

- A decentralized platform to write stories together. Computing power is used to mine for the next word. The blockchain stores the story.

Crypto Trading Bot

Jan. 2017 - Jun. 2017

- Experimented with technical, quantitative, and machine learning strategies to attempt to develop a profitable trading bot for crypto markets.

PabiCraft · Minecraft Server

Feb. 2012 - Aug. 2014

- Founded, developed, and operated a Minecraft server managing a total of 5 volunteer staff members and over 200 daily active players.
- Developed and deployed solutions to increase user engagement and monetization generating over \$300 in monthly revenue.