

PABLO GAMITO



pablo@gamito.me



+44 7759 463342



/pablogamito



/pabigamito



pablogamito.com

EDUCATION

COMPUTING – BEng Imperial College London

2017 – 2020

Modules include:

Graphs & Algorithms, Reasoning about programs, Databases, Programming I & 2 (Functional, Object-oriented & Concurrent programming), Hardware & Architecture

INTERNATIONAL OPTION OF THE BACCALAUREAT (OIB)

Cité Scolaire Internationale

2013 – 2017

Exam results:

18.14/20 average (honors) with scientific concentration with a specialization in mathematics
19/20 in Advanced Mathematics
20/20 in Physiques and Chemistry
20/20 in History and Geography

SOFTWARE ENGINEERING

Flatiron School, New York

Summer 2015

SKILLS

DEVELOPMENT

JAVA | RUBY | PYTHON

HASKELL | HTML5 | CSS3

JAVASCRIPT | SQL | SINATRA

RUBY ON RAILS | NODEJS

VUE.JS

LANGUAGES

English | Native Proficiency

Spanish | Native Proficiency

French | Native Proficiency

WORK HISTORY

INTERNATIONAL LYON MUN WEBSITE

Jul 2016 – Jun 2017

- Fully redesigned, developed and maintained the non-profit organization's website.
- Decreased bounce rate to 35.58%.
- Increased average session duration to 3m54s.
- 3.41 pages visited per session.
- Attracting over 500 unique daily users at peak usage.

GOOGLE CHROME EXTENSION

Jun 2016

- Created to add the missing line numbering feature to Google Docs.
- Over 30,000 weekly users as of December 2017.
- With a total of over 100,000 unique users in the last year.
- Expanded features to solve specific users' needs, specifically for the legal and educational profession.

RESTAURANT WEB APPLICATION

Jun – Oct 2016

- Developed and designed a web app using Ruby on Rails for a restaurant.
- Worked on both front-end and back-end of the application.
- Designed a shopping cart system and implemented a payment system for people to order online.
- Created an admin dashboard to track online orders.

POSITIONS OF RESPONSIBILITY

CODING CLUB

Oct 2015 – Jun 2017

- Created & managed a coding club sponsored by Flatiron School.
- Taught 18 students Ruby, HTML, CSS, and JavaScript during weekly meetings for two years.
- Learned to communicate abstract concepts.

GAME SERVER - PABICRAFT

2012 – 2014

- Founded, developed and operated a Minecraft server
- Learned to manage and configure servers on both AWS and OVH.
- Managed a total of 5 volunteer staff members.
- Averaging over \$300 in monthly revenue.

SOME PROJECTS

CRYPTOCURRENCY TRADING BOT

Aug 2016 – Jun 2017

- Aggregated and analyzed data from multiple sources.
- Tested and developed many strategies: experimented with technical, quantitative, and machine learning strategies.
- Learned to properly and efficiently test code and strategies both with artificial and real-world tests.

INTERESTS

Entrepreneurship | Programming
Finance | Economics | Fintech
Blockchain | Travel | Design
Basketball | Tennis | Skiing
Photography | Video games
Video production

SMART PORTFOLIO TRACKER

Nov 2017 – Now

- Developing a web app for users to track their crypto portfolio in real time.
- Keeps track of users balances and provides analysis by connecting and fetching data from multiple blockchains and exchanges.
- Developed with modern minimalistic UI/UX design in mind.

ETHEREUM DECENTRALIZED SMART CONTRACTS

Dec 2016 – Jan 2017

- Learned about blockchain and the solutions the Ethereum platform provides.
- Developed smart contracts using, Ethereum's own smart contract development language, Solidity.
- These include a lottery and decentralized option trading smart contract.

HACKATHONS

EYECHESS - HACK CAMBRIDGE TERNARY

Jan 2018

- Developed a web app that parses chessboard images into a format chess engine can process (FEN notation), which allows users to take a picture of a flat chessboard and parse it to be able to continue to game online or get an AI to recommend the next best move.
- Uses the OpenCV python library for advanced image processing technics.
- Uses machines learning algorithms alongside Microsoft's cognitive services API to detect the color and type of the chess piece in each square in the image.

MARCOPOLO - IMPERIAL COLLEGE HACK

Jan 2018

- Developed a web application using Nodes with an MVC framework to simplify group travel organization.
- Interacts with multiple APIs and scrapes websites for best deals through a fully asynchronous backend and UI.
- Users selects and vote on destinations, travel dates, flights, accommodations, things to see and events from a list of choices.

CHAT CODE PRETTIFIER - FACEBOOK HACKATHON

Feb 2018

- Developed an extension to prettify code sent through Facebook Messenger.
- Allows users to type code right into messenger in a prettified way by simulating a simple code editor in the browser.