

Pablo Gamito

SOFTWARE ENGINEER

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Education

Imperial College London

Bachelor of Engineering in Computing · First Year Results: First-Class

London, UK
Oct. 2017 - Exp. Jun 2020

Cité Scolaire Internationale

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

Lyon, France
Sep. 2013 - Jan. 2017

Flatiron School

Summer Software Engineering Course · Back-end Development

New York City, USA
Jul. 2015 - Aug. 2015

Work Experience

Netcraft

INTERNET SERVICES DEVELOPER

Bath, UK
Jul. 2018 - PRESENT

- Expanded Netcraft's product line by working on the development of both a full-fledged Android app for retail customers and an Android API package for enterprise clients, from its inception to its initial rollout, serving as Netcraft's entryway into mobile security.
- Engineered a solution to provide mobile phishing protection to customers and provide Netcraft with a new source of data for analysis.

ILYMUN (International Lyon Model United Nations)

VOLUNTARY WEBMASTER

Lyon, France
Sep. 2016 - Jun. 2017

- Increased user engagement by fully redesigning the organization's website using modern design principles, leading to an increased average of 3.41 pages visited per session, an increased average session duration of 3m54s and a decreased bounce rate of 35.58%.
- Greatly accelerated the websites content production output by developing a back-end solution for the organization's media team to be able to upload and edit media content (articles, photos, videos) themselves without any programming knowledge.

La Terrasse

FREELANCE WEB DEVELOPER

Lyon, France
Jul. 2016 - Aug. 2016

- Developed an online ordering system for the restaurant using Ruby on Rails with an online shopping cart & payment system.
- Created an administrative dashboard for a hassle-free online order tracking and management system for the restaurant's staff.

Positions of Responsibilities

Coding Club

FOUNDER & TEACHER

Lyon, France
Oct. 2015 - Jun. 2017

- Created & 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.

PabiCraft - Minecraft Server

FOUNDER & MANAGER

New York, USA & Lyon, France
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 just over \$300 in monthly revenue.

Skills

Programming

Java, C, Ruby, Python, Haskell, JavaScript, Solidity, SQL, HTML, CSS

Android Development, Front-end & Back-end Web Development, Ruby on Rails, Node.js, Vue.js

Languages

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

Some Projects

Line Numbers for Google Documents · Web Extension

Developed a solution to add the missing line numbers feature to Google Docs to solve the needs of specific users, notably in the legal and the education profession. Used by over 40,000 users weekly, during peak seasons, and over 100,000 unique users in the last year.

Crypto Trading Bot

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

Mi Pet Pi · Final Year Project

Wrote an assembler for a large subset of the ARM11 assembly language and an emulator which simulated this architecture from scratch, in C. And developed a Tamagotchi like device with sensors (motion, sound, etc.) for a truer to life interaction with your virtual pet.

EyeChess · Hack Cambridge Hackathon Project

Developed, as part of a team of 4, a web app using Python and Flask which parsed chessboard images into a digital format chessboard (FEN), compatible with most chess software. The back-end parsing solution used image processing and machine learning technics.