Pablo Gamito

Software Engineer

📱 (+44) 7759 463342 | ✉ pablo@gamito.me | 🏠 pablogamito.com | ⌂ pabigamito | 🔗 pablogamito

Education

Imperial College London   *London, UK*
Bachelor of Engineering in Computing · First Year Results: First-Class   *Oct. 2017 - Exp. Jun 2020*

Cité Scolaire Internationale   *Lyon, France*
International Option of the French Baccalauréat with scientific concentration · 18.14/20 Average (Honors)   *Sep. 2013 - Jun. 2017*

Flatiron School   *New York City, USA*
Summer Software Engineering Course · Back-end Development   *Jul. 2015 - Aug. 2015*

Work Experience

Netcraft   *Bath, UK*
INTERNET SERVICES DEVELOPER   *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 library 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)   *Lyon, France*
VOLUNTARY WEBMASTER   *Sep. 2016 - Feb. 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 website's 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   *Lyon, France*
FREELANCE WEB DEVELOPER   *Jul. 2016 - Aug. 2016*

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

Positions of Responsibilities

Coding Club   *Lyon, France*
FOUNDER & TEACHER   *Oct. 2015 - Jun. 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.

PabiCraft - Minecraft Server   *New York, USA & Lyon, France*
FOUNDER & MANAGER   *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)*

Notable Projects

Line Numbers for Google Documents · **Web Extension**
Developed a solution to add line numbering to Google Docs, and expanded it to solve the needs of specific users, notably in the legal and the education professions. Used by over 40,000 users weekly, during peak seasons, and over 100,000 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 the 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 required image processing and machine learning technics.