# PABLO GAMITO

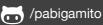


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### EDUCATION

### **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.