

# 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:

18.2/20 average (honors) with scientific concentration with a specialization in mathematics

### SOFTWARE ENGINEERING

Flatiron School, New York

## 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

## INTERESTS

Entrepreneurship | Finance |

Fintech | Travel | Design |

Basketball | Tennis | Programming |

Skiing | Photography | Video games

| Video production

## 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

Jul 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.

## POSITIONS OF RESPONSIBILITY

### CODING CLUB

Oct 2015

– Jun 2017

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

### GAME SERVER FOUNDER - PABICRAFT

2012 - 2014

- Founded, developed and operated a Minecraft server
- Learned to manage servers on both AWS and OVH.
- Managed a total of 5 volunteer staff members.

## 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.

### 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.