

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 specialisation in mathematics
19/20 in Advanced Mathematics
20/20 in Physiques and Chemistry

SOFTWARE ENGINEERING

Flatiron School, New York

Summer 2015

SKILLS

DEVELOPMENT

Ruby | Python | Java | Haskell
HTML5 | CSS3 | JavaScript | SQL
Sinatra | Ruby on Rails | Node.js
Vue.js

LANGUAGES

English | Native Proficiency
Spanish | Native Proficiency
French | Native Proficiency

INTERESTS

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

WORK HISTORY

INTERNATIONAL LYON MUN WEBSITE

Jul 2016 – Jun 2017

- Fully redesigned, developed and maintained the organisation's website.
- Attracting over 500 unique daily users at peak usage.
- Increased user engagement with the website:
 - Average of 3.41 pages visited per session.
 - Increased average session duration to 3m54s.
 - Decreased bounce rate to 35.58%.

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 the 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

- **Crypto Trading Bot** – experimented with technical, quantitative, and machine learning strategies
- **Walkup** – android alarm app that forces you to start up to stop ringing.
- **Eyechess** – Hack Cambridge project to parse chessboard images into a digital format chessboard.
- **Smart Contracts** – lottery and option trading smart contracts.
- **Code in messenger** – 2018 Facebook Hackathon project.