Sergio Such
Software Developer
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Work Experience

Software Developer | Dual Link 04/2024 - Present
- I have a **full-stack** role focused on developing custom functionalities for clients.
- I designed and implemented a tool for the proactive detection of anomalies in billing data, achieving a **15% reduction** in technical incidents.
- I actively implement software solutions for the technical department aimed at managing database errors.

Junior Software Developer | Grupo SIME 10/2023 - 04/2024
- I participated in the **back-end** maintenance of the Hestia cloud application, fixing bugs and implementing new functionalities.
- I also played a **front-end** role in the development of the Baccus multiplatform application.
- I implemented unit testing for software using **Cypress** and **Flutter** technologies.

Software Developer Internship | AOInk 03/2023 - 08/2023
- Specialized mentorship in **front-end** development and user interface (**UI/UX**) design.

Academic Background
- Advanced Technician in Multiplatform Application Development (2000 hours).
  IES Pere Maria Orts I Bosch (2021-2023).

- Master's Degree in Video Game Design and Development (600 hours).
  iDesigner School (2018).

Projects
- **GastoBot**: A Telegram bot developed in NodeJS that uses natural language processing for the automatic classification of expenses and income.

- **FIUUUUM!!!**: A local multiplayer arcade game with real-time event management, created during the Global Game Jam 2024.

- **The Protective Samurai**: A retro-style game for two players developed during the Ludum Dare 46 event (2020).

- **The Wizard's Dungeon**: A research prototype for Game Boy Color focused on studying classic hardware development methodologies.

Technical Skills
Languages: JavaScript, Python, Swift, Objective-C, Java, HTML, CSS, SQL.
Technologies/Frameworks: React, Angular, UIKit, NodeJS, Flutter, SwiftUI, MySQL.
Other: Version control (Git), REST APIs, CI/CD, Unit Testing, Scrum/Agile.