Santiago Muñoz

Granada(Spain) • smuncastro@gmail.com • +34-685187838

Education

University of Granada (UGR)   Granada, Spain
Degree in Computer Engineering(ETSIIT), Software Engineering.   June 2022
Relevant Coursework: Honors in Business Internship.

University of Málaga(UMA)   Málaga, Spain
Programming, Design and Art of videogames.   January 2024

Experience

Fujitsu   Remote
Full Stack Developer on a Banking Application   August 2022 – Present
- Developing and maintaining the ATMNow project for the customer CaixaBank using React with JavaScript.
- Migrating services to APIs to improve performance and reduce wait times.
- Optimizing code reducing the number of lines by 50% and enhancing its clarity.
- Interacting daily with customer, following various agile methodologies and constantly adapting to sudden change.
- Proposing and implementing new solutions and logic to enhance the service of the ATMs.
- Performing weekly integration using GitLab and Jenkins.

Codeko   Granada, Spain
Full Stack Developer Intern   November 2021 – May 2022
- Developed a fully responsive video call web application and mobile app from scratch using React, React Native and TypeScript.
- Collaborated with a team of two developers to ensure consistent designs and safety patterns.
- Implemented styling and flow similar to Google Meet.
- Utilized WebRTC and React-Native-WebRtc for real-time communication.
- Used other useful libraries such as CallerID to create unique video call rooms.

Projects

Clawsome Games   Málaga, Spain
Designer and Programmer   January 2024
- Developed a 2D survival game called Interorbital over a period of 9 months.
- Collaborated with a team of two developers and one artist.
- First project carried out individually and autonomously to gain initial experience in developing a product from scratch.

Skills & Interests

Technical: React, React Native, JavaScript, HTML, CSS, Unity, C#, Unreal, C++, Node.js, Java and Git.
Language: C1 Advanced (Cambridge CAE), Native Spanish and A2 french.
Interests: Full Stack development, learning new dynamic programming languages and exploring new frameworks for software development.