

Guillermo Siles Bonilla

Spain +34 610 039 230 guille@silesbonilla.com

<https://silesbonilla.com>
<https://linkedin.com/in/quillermosilesbonilla>

Computer Science Engineer. Main areas are web/app development, computer vision and artificial intelligence

PROFESSIONAL EXPERIENCE

Fullstack developer at Olinet - Málaga, Spain

October 2018 – February 2020

- Worked on a lot of different projects, most of them related to ERP.
- Main tools I used were .Net Core (C#), SqlServer and Delphi.

RPA Software developer at Viewnext - Málaga, Spain

June 2017 – November 2017

- Worked on RPA projects. We used Blueprism, WinAutomation and UIPath to develop RPA Software.
- Also helped other teams who worked with other technologies like blockchain and JavaEE.

PROJECTS

Automatic recording of a Go game through computer vision

June 2016 – February 2017

- Android app that automatically identifies and record moves played during a Go Game.
- Developed using a variety of computer vision techniques, using the OpenCV library.
- App can record an entire Go game between two players lasting 1 – 2 hours, depending on the battery quality; Received final mark: 9,3 .

Index app

2017 - present

- Android app to save words and their translations to other languages, to further study.
- Designed to act as an electronic index, to save one from the burden of using a notebook.
- App can create multiple languages, words and categories to classify them. It also provides the user with a system to review, study and get feedback about what words should be focused on.
- Currently working development of a webapp and backend to serve as bridge between an independent database and the apps.

EDUCATION

Computer Vision Nanodegree. Udacity

08/2020 – 11/2020

- *Nanodegree to master the computer vision skills behind advances in robotics and automation. Analyze images, feature extraction, CNN, RNN, LSTM, attention, Slam...*
- *4.7 / 5 review from students.*

Computer Engineering Degree. University of Malaga

09/2012 – 02/2017

- *I specialized in AI, computer vision and computer science. I got a mark of 9.3 in my final project and an average mark of 7.*

Several courses related to software development. Udemy, Udacity, Coursera...

2017 - present

- *I have completed a lot of courses about technologies and languages I was interested into. The diplomas and courses I did can be seen in my website under the section 'Courses'.*

Korean language program. Korea University, Seoul

12/2017 – 05/2018

- *I learnt Korean in the KLC in Korea University, meanwhile I also learnt a lot about Korean culture, their people, and to survive in a quite different country.*

TECHNICAL SKILLS

- **Languages spoken:** Spanish (Native speaker), English (B2 Cambridge, 88 TOEFL), Korean (TOPIK 1).
- **Computer languages:** C#, Sql Server, Java, Python, HTML, CSS, JavaScript, TypeScript, Pascal(Delphi), Unreal Blueprints, Php, Haskell, C, C++, Matlab.
- **Others:** .NET, Java Spring, Angular, Maven, JavaEE, SSMS, VisualStudio, Eclipse, IntelliJ, Android, AndroidStudio, Git, Linux, Scrum, OpenCV, Excel, Latex, Anaconda.

OTHER INFORMATION

I am no big expert of a specific technology, but I have worked with a lot of different types of them and even though it could be my weakness, it is also my strongest part, as I am used to adapt to new technologies and languages and learn quickly about them.

Apart of being a software developer, I am also a Go player (a strategy game like chess) therefore I usually travel to others cities in Spain to participate in the tournaments. Since a couple of years I got stronger enough to become a Go teacher, so I have been teaching to anyone who wanted to learn about this game.