

ALEIX PIERES CARRASCO

aleixpierescarrasco@gmail.com | +34 670855037 | aleixpieres.com | github.com/aleixpieres

Education

Universidad Polit cnica de Catalunya - Degree in Computer Engineering 2018-2023

Work Experience

DevOps Doctomatic, Barcelona 2024-Current Manage the infrastructure of **Doctomatic** and develop new projects in **AWS**.
e.g. Load Balancers,ECS, EC2, Cloud Armor, Firewall, VPC Networks, etc.

Networking Frontline TSR Google Cloud Platform, Barcelona 2023- 2024 Assisting multiple customer engineers on any matter related to **Networking** in GCP(Google Cloud Platform) as **Official Google Support**.
e.g. Load Balancers, GKE, Interconnect, Cloud Armor, Firewall, VPC Networks, VPN, etc.

Data Analyst, SDG Group, Barcelona 2022-2023 Resolution and incident support; Creation of **Databases in SQL** with tools like **Snowflake**, QS among others Creation of **FrontEnd interfaces**; Working with small **english** groups via **Microsoft Teams**.

Private tutor, Barcelona 2019-2020 Private classes to different **university students** focused on projects to be delivered. Lessons were based on Object-oriented programming (**OOP**)

Projects ([Github](#))

Web Developer Python, HTML, CSS Development from 0 of a **website** interconnected with an app and **database**.

Creation of the **Backend** with **Django-python**, and **Frontend** with **HTML** and **CSS**.

Use of work distribution tools such as **Trello**, **Jira** among others tools.

Testing of the database and deploying the tools necessary to admin the website.

Terraform HTTP Load Balancer Terraform Creating a **highly available** and scalable infrastructure on Google Cloud Platform (**GCP**) for deploying web applications.

Machine learning C++ Created a library to read a public set of data (images converted to bytes), in order to train the machine to group images without any assistance.

Client-Server Connection Python Creation of the protocol UDP & UDP from scratch for the exchange of packets between Client and Server.
Different formats, **connection oriented** or connectionless.

Multithreaded C Program oriented to the creation of multiple threads and the **coordination and parallelism** between them. Winning program of the competition where **honours** were obtained.

Checkers Machine Java Creation of a checkers automated player **using algorithms** such as Min & Max, Alpha Pruning, Beta among others. Able to outrun multiple turns and beat a human player without issue.

Skills

Languages: C++, C, C#, Python, Java, JavaScript, HTML, PHP, CSS, R, Kotlin, SQL

Framework: Git, MySQL, Postgresql, UML, Django, Confluence, Jira, Power BI, AWS, GCP