

Antonio Sánchez Gómez

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PERSONAL PROFILE

A software developer with a broad knowledge in AI that takes pride in writing testable and readable code. I am passionate about entrepreneurship and how economic, social and technological trends are shaping our world. I have a thirst for learning and for travelling to meet new cultures and ways of thinking.

WORK EXPERIENCE

Software Engineer Intern, *Microsoft*, Dublin, Ireland

Jul 2014-Jul 2015

- Created desktop applications and cloud components to automate the localization process of Office content
- Maintained legacy components and promoted testable and maintainable architectures and coding practices.
- Worked in a 20-person agile team under little supervision and in close contact with management and end users

York Interdisciplinary Research Student, *University of York*, York, U.K.

Jul 2013-Sept 2013

- Developed a multithreaded Java GUI to teach Evolutionary Computation
- Led a 2-person team making appropriate recommendations and working independently to complete the project

EDUCATION

BSc Computer Science with Business and Management

Sept 2012 - Now

University of Manchester, Manchester, U.K.

Third Year: 81.4% (First class expected)

- Created AI applications for playing Kalah, language processing, voice recognition, speech creation, hand-written digit recognition, spam filtering and an stackelger leader.
- Performed strategic recommendations, business proposals, market research, financial analysis and marketing plans.
- Developed in Java, Python, C, Matlab, Prolog and HTML.
- Learned Agile software development, software evolution challenges, the complexity of abstract data structures and fundamental system architecture principles.
- Worked in several team projects and won the 2014 IBM Software Engineer price for the best team of the year.

Baccalaureate in Technology

Sept 2010 - Jun 2012

I.E.S. Gregorio Marañón, Madrid, Spain

Final: 9.76/10 (first of cohort)

- Tackled university level problems in the "Campus Científicos de verano" program.
- Coordinated the creation of a student school newspaper.

TECHNICAL SKILLS

Artificial Intelligence : NLP, classification and optimization methods, reinforcement learning, etc.

Programming languages : C#, Python, Java, C, Matlab, Latex, Bash/Zsh, HTML, Prolog, etc.

Development : Azure, Docker, MVVM, Mocking, Visual Studio, TFS, Git, Vim, Command line, etc.

Human languages : English (*fluent*), Spanish (*fluent*), French (*intermediate*), Japanese (*beginner*)

VOLUNTARY EXPERIENCE

Mathematics teacher, *Junior Achievement Ireland*, Dublin, Ireland

May 2015

- Taught mathematics and its applications to elementary school students using games

Committee member, *Ultimate Programming Society*, Manchester, U.K.

December 2013-Jul 2014

- Organized events to bring the latest technologies and development trends to the students of school

PASS Leader, *University of Manchester*, Manchester, U.K.

Sept 2013-Jul 2014

- Facilitated the learning and integration into university life of 1st year students
- Gained cultural and personality awareness, leadership and communication skills

OTHER NOTABLE POSITIONS

Toastmaster member : regularly practicing public speaking and leadership skills

Venture Out 2015 finalist : ended finalist in the business idea competition.

SBP Betting Professionals co-founder : applied predictive analytics to make horse racing bets

IMAV 2014 participant : created a 7-digit number recognition program