

Antonio Sánchez Gómez

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PERSONAL PROFILE

I am software developer with a broad knowledge of AI that takes pride in writing readable and testable code. I am passionate about entrepreneurship and the economic, social and technological trends that shape our world. I also have a thirst for learning and meeting new cultures and ways of thinking.

WORK EXPERIENCE

Freelance Developer, *Self-employed*, Madrid, Spain *Jan 2018-Now*

- Developed Single Page Apps, Conversational Interfaces and Mobile applications.
- Worked with Angular, React, Heroku, DialogFlow and Bootstrap among others.
- Obtained system requirements from clients and established an agile relationship with them.

NextGame Sport CoFounder, *NextGame Sport*, Manchester, U.K. *May 2016-Sept 2016*

- CoFounder of NextGame Sport: an sport-predictions startup accepted into the Entrepreneurial Spark accelerator that sought to connect fans and brands together.
- Developed its Javascript backend and its Ionic mobile app.
- Took part in strategic decision-making, led feedback sessions and practiced pitching.

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.

EDUCATION

BSc (Hons) Computer Science with Business and Management *Sept 2012 - Jun 2016*

University of Manchester, Manchester, U.K.

1st class honours

- Created AI applications for playing Kalah, language processing, voice recognition, speech creation, hand-written digit recognition, spam filtering and an Stackelberg 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 prize for the best team of the year.

Baccalaureate in Technology *Sept 2010 - Jun 2012*

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

9.76/10 (first of cohort)

- Tackled university-level problems in the Campus Científicos de Verano program.

TECHNICAL SKILLS

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

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

Development tools : Firebase, Azure, Docker, Mocking, Visual Studio, 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

Novels of the West creator : used Angular and Firebase to create a directory of English web novels.

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.