

Antonio Sánchez Gómez

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PERSONAL PROFILE

I am a fullstack javascript developer. I am currently most comfortable with the MERN stack and the technologies frequently used with it, I learn fast and have no qualms about diving into new languages and technologies. In fact, throughout my career, I have started a wide variety of personal projects, including -but not limited to- a horse-racing predictor, a web-novel aggregator and even a tool to build my curriculum in Latex using Docker. All of them, and more, are publicly available in Github.

I am quite experienced in both the startup and freelancer world and used to working independently in a fast-paced, changing environment. I take pride in writing quality code that delivers value to its users and my journey to balance short-term business goals against technical best practices have made me a fervent believer in constant refactoring and automated testing.

I am looking to continue growing, both as a person and as a developer, and open to new challenges, projects and locations.

Fun fact? This CV was made with Latex; check my “LatexCV” repository in github.

WORK EXPERIENCE

Fullstack Developer, *Linkproved*, Remote, Spain

Dec 2018-Jan 2020

- Maintained the main site working with Reactjs, Express and MongoDB.
- Developed and maintained a microservice for search and keyword recomendation using Gensim, Python and Django.
- Increased cohesion and decreased coupling and duplication of the code base while delivering on business goals.
- Introduced end to end automated tests using Jest and Puppeteer.
- Worked remotely and independently and offered suggestions on new features.

Freelance Developer, *Self-employed*, Remote, Spain

Aug 2016-Dec 2018

- Developed Single Page Apps, Conversational Interfaces and Mobile Applications.
- Worked with React Native, Angular, 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

- Cofounded 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 pitched to potential stakeholders.

Software Engineer Intern, *Microsoft*, Dublin, Ireland

Jul 2014-Jul 2015

- Created C# desktop applications and cloud components to automate the localization process of Office content.
- Maintained legacy components and promoted better coding practices to handle 5,000 daily assets.

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.
- 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: search, keyword recommenders, conversational interfaces (chatbots), etc.

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

Development tools: Jest, Docker, VS Code, Git, Command line, Firebase, Azure, 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.