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 Entreprenurial Spark accelerator that seeked 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 C# desktop applications and cloud components to automate the localization process of Office content.
- Maintained legacy components and promoted testable and maintainable arquitectures and coding practices to handle 5,000 daily assets.
- 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
- 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

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.