Arturo Barbero Pérez

GRADUATE SOFTWARE ENGINEER

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SUMMARY

I am a **Software Engineer** with experience in **Java** (**Spring, Hibernate**) and **Python** (**currently learning Django**) and special interest in **Data Science** after finishing **with honors** my **TFG** based on Deep Learning. I am looking for an entry-level position to develop my career in a **growing bank** which allows me to face new challenges and learning from them.

· **Scrum** · **REST API** · **Data Analysis** · **Python** · **Java** · **MySQL** · **Software Architecture** · **AWS** ·

WORK EXPERIENCE & PROJECTS

Video Facial Detection System (TFG) See code

Sept 2019 - Jun 2020 (9m)

Deep Learning-based system which analyzes videos and finds faces with very unfavorable conditions in order to facilitate the process of forensics analysis and get rid of the need to analyze them manually.

- Designed, developed and trained 6 different deep neural networks using **Python**, TensorFlow API and **Google Cloud**, which detect faces in real-time with an accuracy of 75%. Trained using a data set with 32.000 images.
- **Coordinated a three-person team** by defining deadlines, calling meetings and ensuring the exchange of insights and knowleadge, which allowed us to work more efficiently.
- **Implemented an extension** which recognizes whether someone is wearing a face mask.

Software Engineer Intern at Director 11

Jun 2019 - Aug 2019 (3m)

SAAS sports management platform which centralize, through different modules, all the information belonging to a football club to increase efficiency in decision-making.

- Developed and helped design a completely new module: "Maintenance", using **Spring Framework (Java), Hibernate and MySQL**. Written **good quality code** by using Design Patterns like Adapter, DAO and following the MVC architecture. The feature was **launched at the end of August**.
- Worked using **Agile Methodologies**: Scrum.

Android Application to Learn English See code

Android native application which allows users to learn english by playing a game where the user needs to link words with their meanings to gain points and being able to unlock new vocabulary. Language: **Java**.

- **Designed the architecture** using Design Patterns like Factory, Adapter and following the MVC architecture.
- Built the business logic and helped use a **REST API** (Wordnik) that provided information about words.
- Designed and implemented the entire Frontend using animations which improved the user experience.

Games Recommendation System See code

Carried out an analysis on data from the Steam platform using **Python**, **Spark**, **Hadoop** and some **services from AWS** (Amazon EC2 and Amazon EMR). The data set had 27.000 games.

- Created a **recommendation system** which analyzes the ratings obtained by many development companies in previous games and, given a game category with a name company, the software predicts whether their games in that category will be good or not.
- **Taught my 4 peers** to use Git that allowed us to work faster and have a better version control.

EDUCATION

Universidad Complutense de Madrid. BSc - Computer Science — Sept 2016 - Sept 2020 (4y)

- **Deep Learning-based TFG graded with honors.**
- Outstanding grades in: Machine Learning and Big Data, Advanced databases, NoSQL databases and Cloud Computing.

CERTIFICATIONS

- **Engineering Practices for Building Quality Software - Coursera (18h):** Quality in Design, Architecture, Implementation, Testing and Deployment (**See certificate**).
- **Design Patterns - Coursera (22h):** Creational, Structural & Behavioural Patterns. SOLID. (**See certificate**).
- **Service-Oriented Architecture - Coursera (13h):** HTTP Protocol, Web Services, **REST API** (**See certificate**).
- Currently preparing for the Advanced Certification in English (C1).