Diego González Liarte

Software Developer

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About me

CS student with almost 2 years of professional experience as a software developer. Always in the process of improving

Experience

Oct 2021 - March 2023,

Software Developer, Perspectiv

- Designed, implemented and deployed new modules for a pipeline of an existing application that connected to multiple RTSP cameras and used **machine learning** and **computer vision** to detect infractions committed by factory workers, with the usage of **Python**, **OpenCV** and **AWS**
- Created multiple **microservices** from an existing monolith using **Python**, **Redis**, **FastAPI** and **Docker**
- Automated deployments by using CI/CD pipeline with GitHub Actions
- Undertook the role of a **QA** by creating unit and integration tests for a whole project consisting in +20k lines using **pytest**, as well as adding **documentation** and **monitoring** of various metrics

Education and Certifications

2019 - 2024

Double Bachelor's degree: **Computer Engineering and Business Administration and Management**, *Universitat de Lleida*

AI-900, SC-900, DP-900 issued by *Microsoft*Google IT Automation Professional Certificate, issued by *Coursera*Google IT Support Professional Certificate, issued by *Coursera*Google Data Analytics, issued by *Coursera*First Certificate (B2), issued by *Cambridge*

Skills

Python, Java, Javascript, C/C++, bash, SQL, HTML, CSS OpenCV, numpy, Flask, FastAPI

Unix, Linux, Ubuntu Git, GitHub, Docker, AWS

Projects

Sorting Visualizer Using **Python** and ANSI escape codes, implemented the most famous sort algorithms and visualized them on the terminal

Sudoku Recognizer Using **Python**, **OpenCV** and **ML**, recognized a sudoku board using a camera/webcam and solved it by using a backtracking algorithm

Various Minigames Using **JS** and **p5js**, created various minigames such as snake, Tic Tac Toe, checkers, or Conway's Game of Life