

# Dylan Nogueras Lara

## Personal info

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## Objectives

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Obtain a Senior Software Engineer position.

## Education

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**Rockschool** 2023

*Graded Examination in Music Performance.*

- Drums Grade 2: passed with distinction.

**UGR - Universidad de Granada** 2020-2023

*Master in Computer Science Engineering.*

- Relevant coursework: Cloud Computing, IT Project Planning and Management, Development of Software Systems based on Components and Services, Intelligent Data Processing.

**TUM - Technische Universität München** 2019-2020

*Erasmus scholarship during my Bachelor in Computer Science Engineering*

- Relevant coursework: Event Processing, Distributed Systems, Advanced Programming, Database Systems on Modern CPU Architectures, Information Technologies and Society.

**UGR - Universidad de Granada** 2015-2020

*Bachelor in Computer Science Engineering*

- Relevant coursework: Artificial Intelligence, New Interaction Paradigms, Metaheuristics, Software Engineering Fundamentals, Knowledge Engineering, Algorithmic, Software Development.

**Escuela Experimental de Música - Granada** June 2011

*Elemental Degree in Music*

- Specialities: piano and electric guitar.

## Work Experience

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**Certinia**

*Software Engineer*

April 2023-present

- Complete ownership of epics and stories.
- Involvement in refactoring existing code.

*Associate Software Engineer*

November 2021-April 2023

- Independent development and completion of team objectives.
- Active participation in team refinements.

## Software Engineer Internship

May 2021-November 2021

- Independent learning using the Trailhead platform: Apex, Lightning Web Components.
- Story development using SCRUM and collaborating with a team.

## Projects

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### Repository migration to Salesforce DX

2023

*Master Final Thesis*

- Migration of some Certinia repositories to the Salesforce Developer Experience. That is a set of tools specified by Salesforce whose purpose is to improve the developer experience on its infrastructure.

### Gato Encerrado

2020

*Bachelor Final Thesis*

- Development of a conversational adventure game with escape room elements. Use of DialogFlow, Google Actions and Alexa Developer Console. Backend written in Node.js. Available for Alexa and Google Assistant. GPA: 4. Link to the GitHub repository with the project.

## Other activities

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### European Researchers' Night

2016 and 2017

*Contributed as a volunteer in Granada.*

- It is an European event where many science related activities take place in different countries at the same time. Researchers from many fields of knowledge talk about science. I was part of the staff, informing people about the activities and the event itself. Moreover, I guided scholar groups through their itineraries.

### Development Course to ensure Software Quality

September 2020

*Participated developing a group project.*

- It was a course related to some important topics about software, such as continuous integration, test-driven development or task runners. I participated creating a project with two partners. We developed a web application with Python and Flask to visualize demographic data from Spain. Here is the link to the project's repository in GitHub.

## Personal skills

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<i>Languages</i>	Spanish (native), English (Intermediate level, First Certificate in English), German (beginner).
<i>Programming Languages</i>	Apex, C++, Java, Python, Javascript.
<i>Software</i>	Latex, Visual Studio Code, Eclipse, NetBeans, Git, GitHub.
<i>Soft skills</i>	Reliability, team-building, respectfulness, analytical thinking and detail-oriented.