Curriculum Vitae

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Nationality: Spanish   **Date of birth:** 27/08/89

Experience

Sep. 2020 – Currently
Kindoi, Europe

Career Break - Solo Entrepreneur
Transition into web/mobile phone apps sector. Failed to make Kindoi.com successful and learnt a lot from its fall. Now I create apps while looking for a job. Check out guzman.dev for the ongoing projects.
Skills: Reactjs, Nodejs, Docker, Kubernetes, MongoDB, Redis, GCP, Gitlab CI/CD, Nginx, Storybook, Jest, Redux, React-Query, Strapi, Nextjs, React-Native, Expo, Marketing, Supabase (Postgresql)

Nov. 2018 - Sep.2020
U-blox Melbourn Ltd.
Cambridge, United Kingdom

Embedded Software Engineer, LTE Modem Software Framework Team
Worked developing drivers in C++. For example, drivers for GNSS Time Synchronisation module.

Jan. 2017 - Oct.2018
Rolls-Royce plc. Solihull, United Kingdom

Embedded Software Engineer, Research & Technology, Civil Aerospace
-Case study of auto test generation based on SPARK 2014; Article written: "Functional requirements-based automated testing for avionics".
-Concept creation and first prototype of verification specification meta-model using Epsilon.
-Verification improvements technology readiness level (TRL) 4 achieved. Collaboration for TRL 6.

Aug. 2015 - Nov.2016
Ricardo UK Ltd, Cambridge, United Kingdom

Embedded Software Engineer
-Implementation of TCP/IP Modbus over an ECU *(C language)*
-Collaboration in the improvement of Software Development Plan *(C language & Simulink)*
-Integration and Application layer of an electronic limited slip differential *(C language)*

Oct. 2014 - Mar.2015
Creative Electronic Systems, Geneva, Switzerland

Embedded Software Engineer (Internship)
-Optimisation in the communication between a client, and an embedded server which was inside a kind of bootloader. More than 80% faster achieved. *(Java & C language)*

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Education

2012-2013
(Erasmus scholarship, Embedded Systems Master courses)
Eindhoven University of Technology, Netherlands
Computer Engineering Master

2011-2014
Polytechnic University of Valencia, Spain
Computer Engineering Master
Latest year was Master Thesis (https://github.com/javierguzman/Modbus-CAN-ARM-Cortex-M3)

2007-2011
Málaga University, Spain
Computer Engineering Bachelor

Languages

Spanish: Mother tongue
English: Proficient
French: Basic

Achievements

Final Bachelor project with honours
Porting of a JVM/KVM to Tile64 Architecture
https://github.com/javierguzman/kaffe

Others

Non-serious side projects
-Small project in C with FreeRTOS, sensors and STM32 simulating a ground station:
(https://github.com/javierguzman/fake_ground_station)
- A Python program to "algo-trade" using Oanda API.
- Firefox/Chrome extension:
(https://github.com/javierguzman/morning-routine)