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# JAVIER LÓPEZ

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[github.com/javierlopm-divilo](https://github.com/javierlopm-divilo) [javierlopm.github.io/](https://javierlopm.github.io/)

## Computer Science Engineer

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### Summary

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Software developer successful at driving progress toward project milestones and on-time delivery.

Fast learner and eager to learn new languages with different programming paradigms.

Nationality: Spanish. Languages: Spanish-native, English-C1, French-B1.

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### Professional Experience

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- Nov. '21 - current (2.5yrs) **Software Engineer**  
*Divilo Fintech, Madrid*  
I designed and implemented a data-export microservice as a tool for end-users and 3rd-parties.  
I Implemented Role Based Access Control.  
**Technologies:** Go+AWS: Lambdas, ECS, Step Function, SQS, DynamoDB, Postgres, Terraform, Cognito.
- Feb. '21 - Nov. '21 **Programmer/ Analyst**  
*Nettrim Technology, Zaragoza*  
I encouraged teammates to follow clean architecture and Sonar usage.  
I implemented a backend to convert legacy remittance binaries into SEPA transfers.  
**Technologies:** Java + Spring Boot, Hibernate, Python 3 + Django, Jmeter, Angular, MySQL, AWS.
- Mar. '19 - Feb. '21 **Full stack developer**  
*Hiberus Tecnología, Zaragoza*  
I extended existing projects and promoted the use of Sonar and linters.  
**Technologies:** Java + Spring Boot, Angular, Oracle DB, Weblogic, Bash.
- Jan. '18 - Feb. '19 **Freelance Compiler Engineer**  
*Lakebolt Research, LLC. Delaware, U.S*  
I implemented just-in-time transpilation to Javascript for our language ZenSheet™.  
**Technologies:** Ocaml, Node, Express, AWS: EC2, EBS, Route53, Cognito.  
**Presentation:** [https://www.youtube.com/watch?v=mJa0\\_gKE6xo&t=962s](https://www.youtube.com/watch?v=mJa0_gKE6xo&t=962s)
- July '17 - Dec. '17 **Final degree project / Student Internship**  
*Universidad de Zaragoza/EUPT. Teruel, Spain*  
Alone, I built a video game in 6 months and a utility to communicate the game engine w/Bluetooth gadgets.  
**Technologies:** Unity Game Engine, C#, MATLAB and Wii Balance Boards.
- Sept. '15 - July '17 **Coordination Department helper**  
*Computer Science Coordination Department, University Simón Bolívar, Venezuela*  
I implemented a web scraper to obtain student historical data helping teachers make decisions.  
**Technologies:** Python, SQLite, Selenium.

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### Education

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- 2011 - March 2018 **Computer Science Engineer, 5 years program**  
*Universidad Simón Bolívar. Sartenejas, Miranda, Venezuela.*  
Optional subjects: Compiler's design, Introduction to AI, Data mining.

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### Programming languages

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#### Advanced

Go, Java, Python, SQL, BASH, OCaml, TypeScript.

#### Intermediate

Haskell, MATLAB, Ruby, C, Prolog, LaTeX.

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### Presentations, proceedings, and papers

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- [Towards Wide-Spectrum Spreadsheet Computing](#). ICICT 2021.
- [The Amazing Future of Spreadsheets](#). ITPC 2021.
- [Functional Programming for End-Users](#). Lambda Days 2020.
- [A Groundbreaking technology in Virtual Rehabilitation to improve falls in older people](#). WorldCIST 2018.
- [A novel approach in Virtual Rehabilitation for children with Cerebral Palsy : evaluation of an emotion detection system](#). WorldCIST 2018.