Joaquim Gamero Burgos

Full Stack, Mid-level developer, with 2+ years of solid experience.

Personal Info

Address

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08015 Barcelona.

Phone

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E-mail

gb.joaquim@gmail.com

Born

01-02-1991

WWW

joaquimgamero.io

GitHub

github.com/joaquimgamero

LinkedIn

linkedin.com/in/joaquim-gamero-burgos/

Skills

C#

.NET & .NET Core

Angular

JavaScript

Typescript

SQL Server

PostgreSQL

Git

Azure

HTML

CSS

Java

Python

Agile Methodologies

Linux

Team work

Problem Solving

Algorithms

Experience

2018 - present

Logitravel

Full-stack Junior+ developer

· Main stack: **Angular, C#, .NET/.NET Core**, SQL Server + PostgreSQL for DB's & Azure for pipelines.

· **Project Manager** of projects involving robotization and process automation.

· Working in full-stack developments but **strongly oriented to back-end**: Touching full cycle from DB's through API's (preparing logic and endpoints) up until front-end (Angular).

· Moved to Barcelona for personal reasons and the company decided to keep me, home-work modality since January 2019.

2016 - 2017

BITS

Front-end Developer

· Full-stack website development for small customers, using HTML, CSS, Javascript, Bootstrap and Wordpress. Design and layouts of my own.

· NAS, company computers and machinery maintenance. IT kind of work.

2014 - 2016

Joaquim Gamero Disseny

Web Layout/Designer

· Layout for small websites, with a given design. HTML, CSS, Javascript, Bootstrap, Wordrpress.

· Poster, card, triptych, book cover, magazine design.

Personal Projects

Pathfinding Visualizer

Visualizer and playground for pathfinding algorithms (Dijkstra, A*, Depth-first...), built on **Angular 9**. You can paint your own map or maze, choose different algorithms and see the different outputs.

- Live URL: joaquimgamero.github.io/pathfinding-visualizer
- GitHub repository: github.com/joaquimgamero/pathfinding-visualizer

Education

2017 - present

Computer Science

UNED

· Started as a project to keep my intellectual restlessness at bay. I have loved technology since I was a kid so I decided to give it a go.

2012 - 2016

Musicology

Universitat Autònoma de Barcelona

· Studies researching the relationship between music and the human being throughout time. Music studies in focus with psychological, sociological aspect.

· Final degree project: *Bits as interpreters*. Humble investigation on how videogames conceive new musical repertoires, giving shape to the culture of the newer generations. You can read it here.

Languages

English ▪▪▪▪▪

French ▪▪▪☐☐

Spanish ▪▪▪▪▪

Catalán ▪▪▪▪▪

German ▪▪☐☐☐

2017

MOOC - Videogame Design History

Rochester Institute of Technology (USA)

· Through edX .

· You can check the certificate here.

Get in touch

WWW

www.joaquimgamero.io

I am...

I'm a CS student who was lucky enough to join the industry before I finished studying. I've been working as a full-stack developer for two years at one of the top tech companies of Spain. I'm always looking to move ot of the comfort zone!

My strongest skills and how I learned them...

I've been lucky enough to be working with very knowledgeable senior developers and a wonderful team since day one. I've been working on remote for a year now but I'm looking forward to go back to the team and office lifestyle. I'm right now focused on microservices, task automation and labour robotization.

What I am looking for...

I'm looking to move out of my comfort zone and dwelve into solving new and exciting problems. I'm searching for a spot in a beautiful team who believes strongly in synergy and partnership, just as I do! I do not have stacks and technology preferences as long as It feels stimulating!

One fact (outside of work) about me...

I'm a music vinyl collector, newbie music producer and music freak overall! I like to spend sundays listening to my vinyl collection over and over again!

Additional information

I'm living in Barcelona, with little to no time needed to join a new work place and ready to move out the city or the country if required!