

José Manuel Ventoso Picos

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Skills and Qualifications

Languages	Python, C++, Rust, Kotlin, C#, Javascript/Typescript
Full Stack	Django, Angular, FastAPI, React
Cloud	EC2, Mqtt, AWS IoT Core, PKI
UI	Qt, Jetpack, Flutter
DevOps	Docker, Docker compose, Jenkins, Linux
Graphics	OpenGL/OpenGL ES/WebGL, Boost Geometry, Shaders

Experience and Education

Tomtom Automotive

Amsterdam, The Netherlands
(Remote)

SOFTWARE ENGINEER III IN MAP VISUALIZATION

Jun 2023 – Nov 2024

- Turn **GIS** information into complex road and lane level geometry with **C++**
 - Use **Python** to integrate information from **PostgreSQL** into **SQLite** local databases
- Integrate new rendering methods into Tomtom's **Kotlin Android** application

Royal Philips

Eindhoven, The Netherlands

SENIOR SOFTWARE DESIGNER WORKING FOR VITALSKY VENTURE

Jan 2022 – May 2023

- Modernize light based medical device
 - Updated **AngularJS** based application in the light controller to a recent **Angular**
 - Simplify Javascript based **microservices** to unify **REST API** and **MQTT** communications
- Create **Python** application for medical device **testing**.

Signify (Former Philips Lighting)

Eindhoven, The Netherlands

SOFTWARE ENGINEER IN NATURECONNECT VENTURE

May 2020 – Dec 2021

- Architect and build Office lighting system
 - End to end development in **Python**, with circadian rhythm support and **3D design tool**
- Fully developed **Django** based commissioning, configuring appliances in client offices remotely.
 - Designed task based installation with **Celery** and **PKI security**

Tomtom Automotive

Eindhoven, The Netherlands

SOFTWARE ENGINEER IN PLATFORM TEAM

Dec 2017 – Apr 2020

- Rearchitecture in car navigation system to aid sharing and reuse across teams
 - The **C++**, **Qt** based application was developed in parallel by different teams

Frontier Developments

Cambridge, United Kingdom

SOFTWARE ENGINEER IN PLATFORM TEAM

Jan 2016 – Sep 2017

- Part of the team for porting the Elite: Dangerous videogame to PS4
 - 7x improvement in **performance** for some areas of the game

Amino Communications

Cambridge, United Kingdom

SOFTWARE ENGINEER IN PLATFORM TEAM

Jan 2014 – Jan 2016

- Improved **Javascript** API for dealing with video playback
- Completed prototype for a **Webkit** based interface

Facultade de Informática de A Coruña

A Coruña, Spain

SOFTWARE ENGINEERING DEGREE (MASTERS EQUIVALENT)

Sep 2008 – Sep 2013

- Knowledge in design, development and management for computer systems, services and applications.