






ABOUT ME

Computer engineer with interest in coding, artificial intelligence, and videogames.

 November 21st 1996

CONTACT

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 github.com/juandelis

LANGUAGES

Spanish: Native

English: High (CEFR: C – Aptis)

Juan de Lis Aguirregomezcorta

Computer Engineer



EDUCATION

2015 – 2020 | Universidad Autónoma de Madrid

Degree in Computer Science

- Erasmus course at AGH university of Krakow (Poland).
- Videogames development subject (Unity)
- Final degree project: Progressive web app (PWA) with Nuxt (Vue.js) and Firebase
- Average grade: 7.57/10.



ADDITIONAL EDUCATION

Introduction to video game design (30 horas) - Miríadax

Introduction to video game production (4 hours) - Udemy



WORK EXPERIENCE

July 2019 – May 2020 | Telefónica (Madrid)

Software Engineering Intern

- Analysis, design, and testing (SoapUI+Groovy) of services that interact with databases (Oracle), and direct modifications of them through PL/SQL.
- Java programming for the creation of an automatic validator of the databases.

December 2020 – Present | Solera (Madrid)

Software Development Engineer

- Implementing software for the data ingestion of big automobile data sets into a Neo4j graph database, using Spark with Scala language and Atlassian tools.



SKILLS

Object-oriented programming



Databases (SQL and NoSQL)



Software Engineering



Microsoft and Google apps

