



## ABOUT ME

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



November 21<sup>st</sup> 1996

## CONTACT



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## 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 the 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



Introducción al diseño de videojuegos (30 horas) - Miríadax



Introduction to video game production (4 hours) - Udemy



## WORK EXPERIENCE



July 2019 – May 2020 | Telefónica (Madrid)

### Internship at Operations, Network and IT area

- 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

- Data ingestion with Spark and Scala, using a Neo4j graph database.



## SKILLS

Object-oriented programming



Databases (SQL and NoSQL)



Software Engineering



Microsoft and Google apps

