

# JUAN ORERO GONZÁLEZ

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Date of birth: 15 / 07 / 1991



## PROFILE

**Computer Engineer:** I have always considered myself as half programmer and half creator. 50% of my brain works like an engineer, it always has hunger for new challenges and wants to solve problems in the most efficient and fast way possible applying all the techniques and skills that I learnt in these years. The other 50% acts like an artist that wants to sign every piece of work it does, it wants to leave its personal mark on its work and tries to find new ways of being creative and to think outside the box and work out of its comfort zone. The combination of these two hemispheres defines my personality both in my personal time and my professional life.

## EXPERIENCE

### November 2015 – Currently: Strands Inc, Barcelona, SPAIN.

Title: Software Engineer for FINANTIAL in the Support department for different clients such as Barclays, BNL or TEB; developing a PFM app for banks and bank clients using Java, SQL, HTML5, CSS3, jQuery, AngularJS, Handlebars, Grunt, Spring and JavaScript.

### March 2015 – October 2015: BABEL Sistemas de Informacion, Madrid, SPAIN.

Title: Junior Java Developer in one of our clients (TIREA) for the project SENDA, a web application for insurance fraud detection using data analytics. Developed in Eclipse and Oracle SQL Developer with Java, HTML5, CSS3, Struts, JavaScript, jQuery, SQL and Spring.

### June 2014 - December 2014: BABEL Sistemas de Informacion, Seville, SPAIN.

Title: Social network developer doing an internship in the Internal Applications department using Elgg, PHP, HTML5, CSS3, jQuery, AngularJS and JavaScript.

### September 2013 - Currently: PLASMA TOY Studios, Seville, SPAIN.

Title: CEO and founder of PLASMA TOY Studios, an indie videogame studio developing its first game (in which I am Lead Project, Scriptwriter, Level Designer and Programmer with Unity 3D). Info: <https://plasmatoystudios.wordpress.com/>

## EDUCATION

**October 2015 – July 2016:** Master's Degree in Digital Solutions Development from the Barcelona Technology School and the University of Barcelona.

**September 2009 – June 2015:** Bachelor's Degree in Computer Engineering (Information Technology) from the University of Seville.

## LANGUAGES

**Spanish:** Native, both comprehension and expression.

**English:** High, both comprehension and expression. 96/120 TOEFL iBT 2015.

**Italian:** Intermediate, both comprehension and expression (A2).

## SKILLS

**Web Development:** High (CSS3, Bootstrap, PHP, HTML5, JavaScript, jQuery, Handlebars.js).

**Programming:** Intermediate (Java, SQL, Python, C#, Objective-C, Swift, Android).

**GitHub:** <https://github.com/juaoregon/>

**StackOverflow:** <http://stackoverflow.com/users/3221526/juaoregon>

**Personal projects:** Videogames made with Unity 3D and my capstone project using external APIs (Spotify, Echo Nest...), JavaScript frameworks (jQuery, AngularJS, Handlebars.js...), Bootstrap and modern web development techniques: <http://juaoregon.github.io/wikify/wikify.html>