


Carlos Crespo Milán


DATE OF BIRTH:
15/03/1991


CONTACT

Nationality: Spanish

Gender: Male

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WORK EXPERIENCE

01/2020 – CURRENT

Software Engineer - Governance, Trust and Safety team

Cabify

Creation and maintenance of microservices that support thousands of simultaneous users in multiple countries, with the goal of detecting, preventing, and acting on bad behaviour, including:

- Detection of fraudulent journeys
- Estimation of potential risky journeys (robberies, sexual harassment, etc) through the application of machine learning models
- Tooling to provide both drivers and riders with immediate response in case of emergency situations
- Behaviour analysis, to create a single source of truth for the company of the quality of users

Main languages and technologies: Golang, Elixir, Ruby, SQL Kubernetes, Docker, Prometheus/Grafana, Rollbar, Amplitude, etc.

01/2018 – 12/2019

Full Stack Developer - Global API Governance Team

BBVA (client) - Intelygenz

Development of services and tooling to transform all the bank's services into a set of standardised APIs. Parts of the project included:

- Creation of tools that empowered the functional team to design to design APIs using definition languages (OpenAPI/Swagger, RAML, etc.)
- Tooling to automate the testing of the implemented APIs, enduring that they comply with the contract.
- Creation of a system for automatically implementing APIs, by generating all the boilerplate code, so that developers only need to implement business code.
- Maintaining a web app where the new APIs were made available company wide.

Main languages and technologies: NodeJS + Typescript, Docker, Kubernetes, Google Cloud Services, SQL

Madrid, Spain

11/2016 – 11/2017

VR / AR / Backend developer

Maia VR

- Development of VR and AR apps, with a focused on the architecture and real state markets.
- Development of REST APIs to provide a backend for the aforementioned apps (user management, cloud processing of costly algorithms, etc).
- Research and development (proof of concept apps)

Main languages: C# (Unity), Javascript (NodeJS backend).

Madrid, Spain

01/2015 – 10/2016

VR developer - New projects

inMediaStudio Comunicacion SL

- Development of immersive experiences (VR, AR, 360 video, photogrammetry) for several platforms:
- HTC Vive
- Oculus rift
- Samsung Gear
- Google Cardboard
- Smartphones
- Research on new potential use cases for cutting edge tech, and development of proof of concept apps to adapt their use to different markets (healthcare, marketing, education, etc).
- Technical assistance during the deployment of company products for marketing actions, including clients like Paramount pictures, Samsung, Disney, etc.

Main languages: C# (Unity), Java (Android).

Madrid, Spain

EDUCATION AND TRAINING

2010 – 2013 – Madrid, Spain

Degree in Mathematics (incomplete)

Universidad Complutense

2013 – 2015 – Madrid, Spain

Multiplatform App Development Degree

Instituto Francisco de Quevedo

02/2013 – 06/2013

Introduction to Computer Science and Programming

Massachusetts Institute of Technology / edX (Online)

11/2017 – 04/2018

Machine learning

Stanford University /Coursera (online)

LANGUAGE SKILLS

MOTHER TONGUE(S): Español

OTHER LANGUAGE(S):

Inglés

Listening
C2

Reading
C2

**Spoken
production**
C2

**Spoken
interaction**
C2

Writing
C2

Mandarín

Listening
A1

Reading
A1

**Spoken
production**
A1

**Spoken
interaction**
A1

Writing
A1

SKILLS

Technical and Soft skills

- SQL / Database design
- Agile methodologies
- Ease to adapt to new languages and tools
- Used to working proactively in horizontal teams
- Basic functional programming knowledge
- Version Control (git)

Knowledge of good practices and software design/architecture concepts, including:

- Testing (acceptance testing, unit testing, TDD, FIRST principles, etc)
- Clean code /Clean architecture (SOLID, etc)
- OOP concepts (Demeter's law, Composition over inheritance, basic design patterns, etc)
- Domain driven design
- MVC vs hexagonal architecture