

# Carlos Crespo Milán

**DATE OF BIRTH:**  
15/03/1991

## CONTACT

**Nationality:** Spanish

**Gender:** Male

 Ronda De Atocha 10, 4C  
28012 Madrid, Spain

 [kace91@gmail.com](mailto:kace91@gmail.com)

 (+34) 654632735

## 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, ensuring 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 focus on the architecture and real estate 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
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### Mandarín

Listening A1	Reading A1	Spoken production A1	Spoken interaction A1	Writing A1
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## 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