



CONTACTO

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🌐 Portfolio: carlosvas.dev

🐙 GH: <https://github.com/karlosvas>

SOFT SKILLS

- Self-learning
- Teamwork
- Critical Thinking
- Problem solving
- High work capacity

LANGUAGES

Spanish
Native language

Inglés A2 according to the MECR
Intermediate level

Carlos Raul Vásquez Sánchez



Professional Profile

I started creating personal projects a few years ago and have a strong interest in algorithmic programming and backend development. I believe in the importance of good development practices and can adapt to any programming language.



Education

Higher Technician: Multiplatform Application Development

Gregorio Fernández Center

Valladolid, 2024 – Ongoing

Technician: Microcomputer Systems and Networks

Gregorio Fernández Center

Valladolid, 2022–2024

Technician: Occupational Risk Prevention

Gregorio Fernández Center

Valladolid, 2022–2024 (30h)



Further Education

Competitive Programming (OIE 2023–2025)

Online course from the Complutense University of Madrid

09-2023 – Ongoing. As well as participation in the Spanish Informatics Olympiad competition.



Experience

I have experience with languages and frameworks such as C++, Java, JavaScript, TypeScript, Astro, and React. I've developed meaningful projects in each, gaining a solid understanding of software development. I've also worked with tools like MongoDB, Firebase, Vercel, Cloudflare, Tailwind, Node.js, virtual machines, Git, GitHub, and continuous integration with GitHub Actions. Additionally, I have experience working on collaborative team projects using Jira.



Work History

Internship, Valladolid Provincial Council - CL

04-2024 - 06-2024, (380 hours)

Complete restoration of the technological equipment inventory. Development of VBA scripts to identify and register devices, optimizing the data collection and organization process. Collaboration with the team on administrative and technical support tasks related to IT asset management. Proactive initiative to implement efficient solutions, improving inventory accuracy and processing times.

Intern, Rapture Games - CL

04-2025 - In Progress

I am working on a project to create a replica of the solar system with Unreal Engine using Blueprints y C++.