Kevin Romero Peces-Barba

Software Engineer

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Services	Java Kotlin NodeJS AWS REST RPC CI/CD
Web	HTML/CSS/JS TypeScript React NextJS jQuery Spring JSP
Apple	Xcode Swift SwiftUI Combine AppKit XCTest Fastlane
ML	Python Tensorflow/Keras Airflow NLTK R
Other	SOLID Git Flow Shell Scripting ReactiveX MVVM MVC p5.js Godot
Skills	UI & UX Data Structures Algorithms Software Architecture Statistical Analysis Agile (Kanban/Scrum) Leadership Teamwork Quick Learner
Languages	Spanish (Native) English (Professional Proficiency)

💼 Recent Experience

Game Developer (Contract)

October 2024 - Present Xtonomous LLC

Part of the team developing the indie game Skeleseller. Some of my tasks are:

— Working on and testing core game systems, ensuring they fulfill player expectations.

— Implementing a cohesive set of UI elements and panels to display the game information and actions to players.

— Building ergonomic developer tools to support localization in the game.

Software Developer Engineer II

October 2022 - July 2024 Amazon Services Spain

Worked developing services and features for both external and internal customers. This included:

— Delivering features and widgets displayed on the product page on Amazon using modern technologies based on TypeScript, as well as mature ones like JSP.

— Implementing backend services supporting those features, using both in-house solutions and AWS services.

— Implementing metrics and monitoring stacks for feature validation and operational resiliency.

— Working with automated UI tests to validate deployments and monitor UX delivery.

Solutions Architect

August 2021 - August 2022 AXA Madrid International Hub

Worked in the regional Technology Office providing both technological and strategical support to insurance companies located in emerging markets (Americas, Africa, Asia). This included:

— Helping design the technical aspects of key technological and transformation projects.

— Assisting on the development of the companies' IT maturity.

— Providing support on the management of the companies' infrastructure and technical debt.

Research Assistant

November 2020 - October 2022   University Carlos III of Madrid

Collaborated with the University's Applied Artificial Intelligence Group (GIAA) and a telecommunications provider. My work consisted in:

— Conducting research on the applications of machine learning for the analysis and usage of the company's data.

— Providing counsel and advice to undergraduate students working on their B.S. theses.

💼 Past Roles

Computer Technical Specialist

December 2019 - July 2020   University Carlos III of Madrid

Collaborated with the University's GIAA and a national telecom to complete my B.S. thesis project.

iOS Developer Intern

May 2019 - Aug 2019   Babel S.I.

Contributed in the development of mobile iOS applications for clients using Swift.

Computer Technical Specialist

Jun 2017 - Sep 2017   University Carlos III of Madrid

Worked on creating a Web Application with the purpose of business management.

Helpdesk / Multimedia Intern

Jan 2016 - Jun 2017   University Carlos III of Madrid

Provided technical support to professors and staff in the university.

🎓 Education

M.S. in Computer Science & Technology

2020 - 2022   University Carlos III of Madrid

B.S. in Computer Science & Engineering

2014 - 2020   University Carlos III of Madrid

B.S. in Business Administration

2014 - 2020   University Carlos III of Madrid

♡ Volunteer

Imagineware

2014 - 2021   imagineware.org

Long time member in the student technology-focused club 'Imagineware'. As part of this club, I have:

— Organized and took part in different hackathons.

— Organized several events with the purpose of bringing people and technology together. The main event we have organized is the Hour Of Code (hourofcode.com), a world-wide coordinated event. During this event, which we have hosted in Universidad Carlos III for several years, we invite students from high schools and prepare a series of tech-related activities for them to enjoy.

— Organized different workshops and courses aimed at teaching office suites (such as MS Office), version control (git), and other development tools and languages. These were focused in the university and given to students of different majors.