# Lucas Cauhé Viñao

Cloud Engineer · Languages Enthusiast · Developer

August 27, 2003 · lcauhe@gmail.com · lucas-cauhe · Lucas Cauhé Viñao

## Education

**University of Zaragoza** — Zaragoza, Spain
B.S. in Computer Science — 2021 - 2025

**University of Tampere** — Tampere, Finland
Computer Science exchange student — January 2025 - June 2025

**Ocaml Foundation & Universidad de Zaragoza** — Zaragoza, Spain
Advanced Programming Skills — Summer, 2023

## Experience

**Systems & Cloud Engineer Intern** — Zaragoza, Spain
Previous Company, Inc. — September 2024 - Present

Sysadmin and datacenter operations for real users. **LDAP management**, **bastion hosts development**, work with enterprise-level hardware.

I worked on the Boira **inter-cloud** project using **OpenNebula on premises** and **Ceph** as distributed storage.

**Cloud Security Posture Management (CSPM) Intern** — Zaragoza, Spain
Sysdig Technology, S.L. — June 2024 - August 2024

- Static analysis of IaC manifests and cloud security policies compliance.
- Process automation and internal utility tools development.

## Volunteering

**CodelabZGZ** — https://codelabzgz.dev
Events manager & Treasurer — 2023 - Present

CodelabZGZ is a **computer science students association**, where we arrange **hackathons** and other events.

I often develop problems for hackathons and their solution, as well as **engaging** other **students to participate** in our events or getting in contact with **companies for sponsorships**.

## Projects

**Cloud Federation** — lucas-cauhe/cloud-fed
June 2025 - June 2026

For my Bachelor's thesis I developed and tested a cloud federation model.

I used OpenNebula, as virtualization platform, Ceph for distributed storage and Puppet Bolt and OpenTofu for infrastructure and services deployment.

The federated entities share a **distributed resource catalog**, deploy VMs based on **policies compliance** using **Open Policy Agent** and the **deployment is fully automated**.

**Chip8 emulator & debugger** — lucas-cauhe/chip8-rusterpreter

Chip8 emulator written in Rust which can be used as a standalone emulator or combined with a builtin simple terminal-based ui debugger.

## Skills

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|---|---|
| **Spoken Languages** | **English C1**, Spanish (Native) |
| **Programming Languages** | C, **C++**, **OCaml**, **Ruby**, **Python**, Rust, Java, JavaScript |
| **Technologies** | **Distributed Storage (Ceph)**, Cloud on premises (OpenNebula, Proxmox) |