

Miguel Rodríguez

SOFTWARE ENGINEER



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Professional summary

Junior software engineer with foundational experience in backend development and frontend technologies. Committed to expanding skills and knowledge through continuous learning and hands-on experience, I am highly adaptable and eager to take on new challenges and responsibilities within the software development sector. I view change as an opportunity for personal and professional growth.

With a four-year degree in Computer Engineering and pursuing a Master's in the same field, I possess a solid technical foundation for software development and the various aspects it involves. I enjoy working in team environments, contributing effectively to group projects and fostering a collaborative atmosphere. Currently working in Spain as part of an international team.

Experience

GBTEC Group

Vigo, Galicia, Spain

Junior Software Engineer

July 2024 – Present

Spring Backend development utilizing frameworks and libraries such as Spring Boot, Spring Data, Spring Cloud and Spring Security to build robust and scalable applications. **Frontend development** using **Angular**, creating dynamic and responsive user interfaces that integrate with backend services.

Implemented **unit and integration testing** strategies using JUnit, test containers, and Mockito for Spring applications. Utilized **SonarCloud** to maintain high code quality standards throughout the development lifecycle.

Developed and validated **prompt engineering** implementations using **OpenAI**. This work involved experimenting with different prompt structures to optimize response accuracy and relevance for various functionalities.

Software Engineer Intern

February 2024 – June 2024

Angular Frontend development for an internal company tool. Implemented reusable components and optimized application performance, ensuring fast loading times and an intuitive interface.

Gained expertise in best development practices and version control using **Git and GitHub**, facilitating seamless collaboration within the development team.

Applied **agile methodologies**, specifically Kanban, for project management.

Core Skills

Java

Spring

TypeScript

Angular

SQL

Databases

Communication

Teamwork

Education

National University of Distance Education (UNED), Spain	October 2024 – February 2026
Master's Degree in Computer Engineering	
University of A Coruña, Spain	September 2020 – June 2024
Bachelor's degree in Computer Engineering	
University of Bergen, Norway	August 2022 – December 2022
Erasmus + (one semester)	
University of Maribor, Slovenia	September 2023 – February 2024
Erasmus + (one semester)	

Languages

Spanish	Native	Galician	Native
English	Fluent	Portuguese	Intermediate