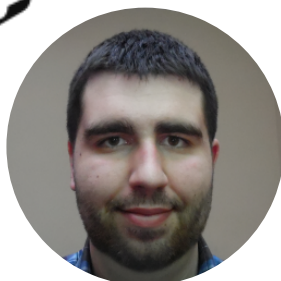


<Pablo Molina/>



PERSONAL INFORMATION

NAME

Pablo Molina Gonzalez

EMAIL

contact@pablolmolina.me

RESIDENCE

Jaen, Spain

BIRTHDATE

October 1st, 1991

PROFESSIONAL EXPERIENCES

Developer with Talentum scholarship at Telefonica

Term: from June, 2015 to September, 2015.

Place: University of Jaen.

- Coworking with other developers
- Website development with **django** (python framework)
- Creation of a webapp using **Grunt**
- **Coffeescript** development
- Javascript **MVC** development using **Backbone.js** and **Marionette.js**
- Creation of a **Bootstrap theme** using **LESS**

Designer and developer of centrolacantera.com

Term: from January, 2010 to January, 2011.

Place: remote development and occasional meetings at client's workplace.

- Syntax and **development with PHP**
- Website development using **Wordpress**
- **Wordpress theme development**
- **Social integration with Wordpress**

Home computer repair

Term: from September, 2008 to June, 2009.

- **Windows and GNU/Linux** installation and configuration
- Use of **error detection software tools**
- **Maintenance** of an ordinary PC

Home english tutor

Term: from June, 2008 to August, 2008

FORMATION

Degree in Computer Engineering

Currently developing my *final degree project*

AWARDS

2015

Fujitsu Linked Open Data 2015

Winner with Arturo Montejo of the Fujitsu Linked Open Data Challenge 2015 for Spain in the Financial Sector Category.

EXTRA FORMATION

2015

Complete Git course at KeepCoding

Full git learning for a complex project development.

2014

Digital Professionals

Open day at University of Jaen: talks about integration of multimedia content in a development process.

2010

Graphic design for website creation

Course taken at UNIA: learning about CSS3 and HTML5 new technologies; development and analysis of a webpage.

LANGUAGES

Spanish

Native language.

English

Fluent speaking certified by First Certificate of English by Cambridge (B2 level).

PERSONAL PROJECTS

JUNE, 2014

Application for personal accounting for iOS

- **Xcode** usage
- Learning of **Objective-C** syntax
- **Phone application development for iOS**

SCRUM master at development of a web application with CodeIgniter

- **Gitlab** usage for a project
- **Task scheduling** for a development team
- Project development using **SCRUM**
- Diagram creation for a web application (design, user interaction)

Developer of an Android videogame using LibGDX

- Use of **LibGDX for multiplatform game development**
- Graphic design with **GIMP** and **Inkscape**
- Audio manipulation with **Audacity**
- **Google Play application publishing**
- **Android application development**

JUNE, 2013

Developer of a Point of Sale Terminal application

- Studies about **DOM** and it's manipulation from **JavaScript**
- Comprehension and use of **MVC** paradigm
- Learning of **backbone.js** library
- **jQuery UI** for graphic interface creation

FEBRUARY, 2013

Design and implementation of a class-based structure for RPG games development

- **Object Oriented development with C++**
- **Console interface** development using **ncurses**