



# PABLO SANDE PENA

SENIOR SOFTWARE ENGINEER

*Software Engineer with 11 years of strong experience in Frontend Development (main role), Backend, and DevOps. In a never-ending learning loop, I enjoy facing new challenges and pushing my limits every day.*

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📍 Madrid, Spain

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## PROFESSIONAL EXPERIENCE

Jun. 2024 – Present  
Madrid, Spain

### **IKEA / Cognizant** - Senior Product Software Engineer / Tech Lead

#### Responsibilities

Ikea is on a journey to improve the Life at Home, and we are helping them by developing [this app](#)

As the Technical Lead of the Tech Platform squad, my mission is to:

- Participate in the product ideation and definition
- Translate the product requirements and vision to a clear technical roadmap
- Develop a robust, scalable and performant micro-service based platform
- Leverage the use of AI to boost both our productivity and our product features
- Build a React components library
- Monitor internal and external data to improve quality and help business decisions

Tech highlights: React, NodeJS, Golang, Typescript, GIT, Docker, GCP, Cloud Run, Gemini, Firestore, Dart, Flutter, Express, JavaScript, HTML5, CSS3, SASS, DCM, Redis, Postgres...

Oct. 2022 – Mar. 2024  
Madrid, Spain

### **FOSHTECH** - Senior Software Architect

#### Responsibilities

The company handles several Live Betting brands such as [Betonline](#). It's key for the company to have super reliable and good performance services.

As a Frontend Architect, my main goal is to guarantee the quality, reliability, and scalability of our products. To achieve this, I:

- Develop high quality code that meets all our style guides and quality gates requirements, aiming for constantly improving the quality of our code base.
- Perform Chaos Engineering tests and Capacity Plans.
- Create Global Architecture Documentation for every project, clearly defining the Architecture, tech stack, C4 diagrams, sequence diagrams, CI/CD strategy, environments, and deployment process, etc.
- Supervise and support the workflow for several teams, including external companies.
- Train and mentor the dev teams, giving constant tech talks, training sessions and creating meaningful documentation.
- Manage several monitoring tools to track code quality and stability, such as SonarQube, NewRelic or Graylog
- Create automation tools for scaffolding, registries manipulation, pipelines management among others.
- Actively participate in project definition and backlog refinements

Tech highlights: React, Svelte, Vite, Astro, Web components, NextJS, Typescript, GIT, Docker, Kubernetes, ArgoCD, Vite, Postgres, Jenkins, Jest, NodeJS, Express, JavaScript, HTML5, CSS3, SASS, SonarQube, Redis, Keycloak, AWS...

Jun. 2021 – Oct, 2022  
Madrid, Spain

**OVERTURE - Senior Software Architect / Tech Lead**

**Responsibilities**

Responsible for the software development of the company.

- Hands-on development top-to-bottom solutions
- Helping with defining the product roadmap
- Designing the architecture and ecosystem for the company projects
- Managing and mentoring of the development team

Tech highlights: React, Webkit, Chromium, Typescript, GIT, Docker, Kubernetes, MySQL, Jenkins, Jest, NodeJS, Express, JavaScript, HTML5, CSS3, SASS, SonarQube, Cypress, Redis, Prometheus, Keycloak, AWS...

Jul. 2020 – Jun. 2021  
Madrid, Spain

**ORANGE / EVERIS - Senior Software Architect / Tech Lead**

**Responsibilities**

As a member of the Core Team, my job consisted of promoting and pursuing the technical excellence across all the different teams, by:

- Tracking development metrics (Code Smells, Code Coverage, performance of the development teams, activity of the code repositories...)
- Creating documentation about good development practices, refactoring, design patterns, etc. based on real code examples extracted from the code repositories from the dev teams, in order to enact and promote its use.
- Developing internal metric tools that help to measure the team's performance, track the skills of each developer, evaluate the quality of the code of each project, among other functionalities.
- Leading technical improvement plans, covering different areas such as code restructuring, unit test improvement, use of scaffolding tools, code generators, etc.

Tech highlights: Angular 2-11, AngularJS, React, Typescript, GIT, Grafana, Docker, Kubernetes, MySQL, Jenkins, Jest, NodeJS, Express, JavaScript, HTML5, CSS3, SASS, SonarQube, Cypress, Redis, Prometheus, Keycloak, Jaeger...

Apr. 2019 – Jul. 2020  
Madrid/London, Spain/UK

**PREDICT X - Senior Software Engineer**

**Responsibilities**

In charge of the Front-end architecture and development of international projects, defining the complete workflow from scratch

Project Architecture, UX, QA, continuous integration, communication with backend / database, project metrics, good development and design practices, testing, branching, lints, automation, graphic libraries, component libraries

Tech highlights: Angular 5-9, RxJS, NgRx, React, Kubernetes, Docker, HTML5, CSS3, SASS, Java, MySQL, Cypress, NodeJS, SonarQube, GIT, Jenkins, Keycloak...

Feb. 2018 – Apr. 2019  
Madrid, Spain

**SAMSUNG ELECTRONICS** - Technical Lead

Responsibilities

- In charge of the Spanish I+D technical team for the Bixby assistant project.
- My work consisted of coordinating the development teams with all the other countries in order to launch the new version for the Samsung's Bixby assistant.
- As the responsible for the code quality, I mentored the teams and constantly reviewed the code to make sure it followed the good practices and quality guidelines we expected.

Can't elaborate on technologies or deep details due to high confidentiality

Mar. 2016 – Apr. 2018  
Pozuelo de Alarcón, Spain

**GENNION SOLUTIONS** - Frontend Lead

Responsibilities

Responsible for the Front-end team, I took part in the whole life cycle of every project. From the previous analysis, architecture designing, team management and coordination with the other departments, I got into the lowest level of coding.

I would spotlight the Big Data solutions for big companies from the Retail and Hotelier sector, besides the internal tools for managing, organizing and automate processes.

All the ecosystem was crafted with vanguard technologies, such as Angular 2, Angular 4, Angular CLI, AngularJS 1.5, React, Jasmine, Mocha, Karma, Nightwatch, HTML5, CSS3, SASS, NodeJS, Express, Kubernetes, Elixir, Docker or RabbitMQ.

Sept. 2014 – Mar. 2016  
Madrid, Spain

**TELECOMING** - Frontend Analyst / Developer

Responsibilities

Responsible for analysis, planning, monitoring, and implementation of several projects.

I carried out all the engineering process for both internal and external projects for major telephone companies from various countries like Spain, Italy, France, Portugal, Turkey, Poland, and South Africa.

Responsible for the creation and management of an internal tool for creating web pages and portals among other innovative features.

Technical highlights: HTML5 / CSS3 / SASS / JSON / AJAX / JavaScript / AngularJS (using all kind of libraries such as ocLazyLoad plus Angular Material) / Gulp / PHP, Node,

Sept. 2013 – Sept. 2014  
Madrid, Spain

**MISMARTWEB** - Frontend Developer

Responsibilities

In charge of the planning, management, development, maintenance and optimization of web pages.

Making use of many technologies (WordPress, Bootstrap, JavaScript, AngularJS, HTML5, CSS3, PHP...), I took care of the full web pages and portals creation process, including their maintenance and SEO / SEM optimization.

A company where I learned a lot because of how small it was and the need I had of being self-taught, responsible, and creative. I consider it as a really good personal and work experience.

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## TRAINING

2009 - 2013  
A Coruña, Spain

### Bachelor's Degree in Technical Engineering in Computer Systems

*University of A Coruña*

Graduated with honours. Final project consisted on an Android application based on Artificial Vision, called OpenVision. An interview was published in the press: ([https://www.lavozdegalicia.es/noticia/ferrol/2013/07/20/primer-a-aplicacion-vision-artificial-android/0003\\_201307F20C29915.htm](https://www.lavozdegalicia.es/noticia/ferrol/2013/07/20/primer-a-aplicacion-vision-artificial-android/0003_201307F20C29915.htm) ).

2013  
A Coruña, Spain

### Advanced Android Programming Course

*University of A Coruña*

Practical course of advanced Android applications development.

2015-2022  
Madrid, Spain

### Multiple CodeSchool courses (certifications reflected in my LinkedIn)

<https://www.linkedin.com/in/pablo-sande-0024857b/>

- JavaScript Best Practices
- JavaScript Road Trip Part 2
- JavaScript Road Trip part 3
- Shaping up with AngularJS
- Staying Sharp with AngularJS
- CSS Cross-Country
- Assembling Sass Part 2
- Building Blocks of Express.js
- Journey into Mobile - Assembling Sass
- Fundamentals of Design
- Front-end Formations

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## LANGUAGES

Spanish	<div></div>
Galician	<div></div>
English	<div></div>
Portugues	<div></div>

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## SKILLS

Front-end	<div></div>
Back-end	<div></div>
Project management	<div></div>
DevOps	<div></div>
Decision Making	<div></div>
Automated Testing	<div></div>
Good Practices	<div></div>
Team Management	<div></div>
Mentoring	<div></div>