# Benito Palacios Sánchez

#### Software Developer



**Web** pleonex.github.io

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Github

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22 August 1993

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## Experience

2019 - Present

Swiss Timing LTD, Corgémont, Switzerland

<u>Software Developer</u>

• Develop framework for sport timing and score software.

2015 - 2019 3 years **Real-Time Innovations (RTI)**, Granada, Spain Software Engineer

- Expertise in Industrial IoT technology: RTI Connext DDS.
- Lead developer of the C# API for RTI Connector.
- C# General Language Knowledge Point of Contact.
- IDL to C# mapping specification.
- Lead developer of RTI LogParser.
- Develop new build system: CMake, Gradle, Python, Jenkins.
- Customer on-site visits with the professional services team.
- Member of the technical support team for 2 years.

#### Education

2011 - 2015

**University of Granada**, Granada, Spain 4 years BS Electrical Engineering (8.0 / 10)

- Telematics specialty: networks and protocols.
- Dissertation: Data protection mechanisms in video games.

### Languages

SpanishEnglishFrenchNativeFull ProfessionalBasic Professional

## **Projects**

2013 - Present Yarhl, github.com/SceneGate/yarhl Author - Technologies: C#, NUnit, CI, code coverage High-quality library for file format converters. 2015 - Present **Atom autocomplete XML**, atom.io/packages/autocomplete-xml Author - Technologies: CoffeeScript Plugin for Atom text editor to autocomplete XML files from XSD. IEEE Student Branch of Granada, Granada, Spain 2014 - 2017 Founding Board Member and Project Leader Student organization for engineering projects. Leader of robotic arm project. Participate in national and global events. IV Tech Challenge, github.com/Prometheus-ETSIIT/locaviewer 2013 - 2014 Member - Technologies: DDS, encodings, Bluetooth, Java, Octave Winner team. Developed software for supervising babies in the kindergarten by locating them and selecting the best camera. **TraduSquare & GradienWords fan-translations**, tradusquare.es 2011 - Present Localization Engineer - Technologies: C#, ARM assembly Programmer of tools to edit text, image and assembly files. Done several talks and streamings about the projects. Tinke, github.com/pleonex/tinke 2010 - 2016 Author - Technologies: C#, WinForms Program to edit Nintendo DS games.

### **Qualifications & Hobbies**

- Loves C# language and its technologies: .NET Standard, WinForms, XWT, MEF, Mono.Addins and quality tools: NUnit, AltCover, StyleCop and SonarQube.
- Expert in Python and CMake. Knowledge in C, C++, Java, Matlab and NodeJS.
- Expert in Git and Linux. Knowledge in CI: Travis/AppVeyor, Bamboo, Jenkins.
- Game security. Research and hacking of encryption, compression and low-level hardware details of games. Talks and streamings about this topic.
- 4 times participant of IEEEXtreme 24-hours non-stop programming competition. Winner team for Spain in 2017 edition (without sleeping!).
- Low-level programming with Arduino and Microchip.