Benito Palacios Sánchez

Software Engineer

Web
pleonex.github.io

Linkedin
@pleonex

Github
@pleonex

22 August 1993

Calle Yerbaguena, 28
18014, Granada, Spain

Mobile: +34 650 70 59 06
Email: benito356@gmail.com
Skype: benito_356

Experience

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.
Mar - Aug 2015 *6 months*	**Real-Time Innovations (RTI)**, Granada, Spain *Internship* ● Develop examples for the C++11 API of RTI Connext DDS. ● Quality assurance for the incoming release.

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

Spanish	**English**	**French**
Native	Full Professional	Basic Professional

Projects

2013 - Present	**Yarhl**, github.com/SceneGate/yarhl	

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.

2014 - 2017 **IEEE Student Branch of Granada**, Granada, Spain
Founding Board Member and Project Leader
Student organization for engineering projects. Leader of robotic
arm project. Participate in national and global events.

2013 - 2014 **IV Tech Challenge**, github.com/Prometheus-ETSIIT/locaviewer
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.

2011 - Present **TraduSquare & GradienWords fan-translations**, tradusquare.es
Localization Engineer - Technologies: C#, ARM assembly
Programmer of tools to edit text, image and assembly files.
Done several talks and streamings about the projects.

2010 - 2016 **Tinke**, github.com/pleonex/tinke
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.