

Benito Palacios Sánchez

Software Engineer



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22 August 1993

25 years old

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Calle Yerbaguena, 28

Granada, Spain

Experience

2015 - Present
3 years

Real-Time Innovations (RTI), Granada, Spain
Software Engineer

- Expertise in Industrial IoT technology: RTI Connex DDS.
- Lead developer of [RTI LogParser](#).
- Lead developer of the [C# API for RTI Connector](#).
- C# General Language Knowledge Point of Contact.
- Developer of a new build system: CMake, Gradle, Python, Jenkins for multiple platforms and languages.
- 2 years member of the technical support team.

Mar - Aug 2015
6 months

Real-Time Innovations (RTI), Granada, Spain
Internship

- Development of examples for the RTI Connex DDS C++11 API.
- Quality assurance of new releases.

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
Native

English
Full Professional

French
Basic 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.
- 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

- Lover of C# language, 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 IEEEExtreme 24-hours non-stop programming competition. Winner team for Spain in 2017 edition (without sleeping!).
- Low-level programming with Arduino and Microchip.