

# Pau Rostoll Fuset

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## Personal portfolio - <https://prosfus.vercel.app/>

The purpose of this portfolio is to showcase developments I have previously worked on in a more visual way, also including a brief explanation and the technologies used.

## Experience

### Frontend Engineer - DialApplet

September 2022 - Present

Omnichannel (Calls, WhatsApp, email...), high-performance and real-time software solutions for contact centers and massive communications

**Tech stack:** React, TypeScript, WebRTC, Redux, Framer Motion, Gitlab.

**My role:**

- Worked closely with design and product team to build reusable components.
- Focus on performance optimization due to handling a large volume of dynamic real-time data.
- Developed audio and video calling feature using WebRTC.

## Education

### Master's Degree in Cloud and High-Performance Computing - Universidad Politécnica de Valencia

September 2023 - Present

**Tech stack:** AWS, Docker, Kubernetes, Azure, Go, C.

**Master thesis:** Developing a Web Interface in React for a Serverless Computing Platform. (In progress).

- New UI for OSCAR, an open-source platform to support the event-driven serverless computing model for data-processing applications. It is used by multiple European projects.

<https://github.com/grycap/oscar-dashboard> - <https://dashboard.oscar.grycap.net/>

### Bachelor's degree in computer engineering - Universidad Politécnica de Valencia.

September 2019 - June 2023

Specialized in Information Technology.

**Final Degree Project:** Videocalls web app using React, WebRTC and NestJS.

## Additional courses and information

- [Animations.dev](https://animations.dev), a course by Emil Kowalski where I had the opportunity to learn from a professional who has worked at Vercel and Linear, focusing on creating animations with Framer Motion.
- Basic knowledge about SwiftUI. To learn this framework, I developed an application to interact with the lighting system at home