

Pedro Ruiz

SOFTWARE ENGINEER · EU CITIZEN

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Career goals

I'm an engineer with experience in data and consumer behaviour. Computers have always been my passion, that's why I decided to join 42 Madrid and become a developer. This has been a process in a disrupting school founded in Paris based on peer to peer learning and self-education, methods with which I identify myself and that I used in other important aspects of my life. My goal now is to advance as a professional in the field being part of a team where I can dedicate and contribute with my high motivation and work ethics.

Education

42 Madrid

SOFTWARE ENGINEERING

Learned about algorithms, network protocols, memory management & data structures.

Madrid (Spain)

Jan. 2021 - Current

Universidad de Córdoba

BSC AND MSc IN AGRICULTURAL ENGINEERING

Focused in Economics, Genetic Engineering & Scientific Research.

Córdoba (Spain)

Sep. 2008

Wageningen Universiteit

MSC IN MANAGEMENT, BUSINESS AND CONSUMER BEHAVIOUR

Learned about marketing, consumer psychology & business management.

Wageningen (The Netherlands)

Aug. 2012

Other Courses

STANFORD UNIVERSITY - MACHINE LEARNING

GOOGLE - FOUNDATIONS OF PROJECT MANAGEMENT

Online

Experience

Indra

SOFTWARE ENGINEER

• Working with the Flight Data Processing module and Database Manager of their ATM system. C/C++, Ada & PostgreSQL.

Remote

Feb. 2022 - Current

Appen Australia

ADS ASSESSOR

• Ensured ad quality and better user experience with Google and Youtube ads.

Remote

Jan. 2017 - Dec. 2020

ETSIAM - Universidad de Córdoba

DATA SCIENCE INTERN

• Developed Python scripts to automate data analysis and statistics to support MSc Theses @ ETSIAM Economics Department.

Córdoba, Spain

Jul. 2015 - Sep. 2016

ETSIAM - Universidad de Córdoba

GENETIC ENGINEERING INTERN

• Learned about statistics, PCR and genetics. Searched for genetic markers for androsterility in Apium Graveolens.

Córdoba - Spain

Sep. 2013 - Sep. 2014

Personal Projects

Multiplayer Pong

[ANGULAR, NESTJS, POSTGRESQL] ENTIRE WEBGAME WITH MULTIPLAYER CAPABILITIES AND A CHAT, DEPLOYED WITH DOCKER.

2022

Personal website

[HUGO, HTML/CSS, DOCKER, GITHUB ACTIONS] AUTOMATED SELF-HOSTED WEBSITE WITH A MINIMAL THEME.

2021

Car price prediction

[PYTHON] MACHINE LEARNING USING A GRADIENT DESCENT ALGORITHM TRAINING.

2021

Containers

[C++] VECTOR, STACK, MAP AND SET MADE FROM SCRATCH, INCLUDING A RED-BLACK BINARY TREE.

2021

MiniRT

[C] RAYTRACER MADE FROM SCRATCH WITH NO EXTERNAL LIBRARIES.

2021

Skills

Advanced Languages C, C++, Ada, Python, Typescript, NestJS, Angular, Docker, PostgreSQL, Git, Linux

Other Spanish & English (fluent)

I play guitar in a rock band since 2011. Building electronic devices like tube amps and guitar effects. 3D printing.