Andrés Ravelo

Developer | Musician

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SUMMARY

Innovative and versatile professional with a Bachelor's degree in Music Composition and extensive experience as a musician and composer. Concurrently developed software through self-directed learning and practical experience while pursuing a career in music. Proven ability to blend artistic creativity with technical proficiency to deliver high-quality software solutions.

EXPERIENCE

RPA Developer
2024 — Present | DHL

› Provide technical support to ensure the smooth operation of RPA solutions and address any issues faced by end-users.
› Design, develop, and deploy RPA solutions using UiPath to automate repetitive tasks and improve efficiency.
› Create custom activities in C# for UiPath to enhance the functionality and performance of automation solutions.
› Maintain and optimize existing RPA workflows to ensure scalability and robustness.
› Collaborate with cross-functional teams to identify and prioritize processes for automation and continuous improvement.

Local IT Support and Developer
2022 — 2024 | DHL

› Provide local IT support, addressing technical issues and ensuring smooth operations for end-users.
› Develop automation services and applications to streamline and enhance the IT department's workflows.
› Implement and maintain software solutions to improve efficiency and productivity.
› Collaborate with team members to identify opportunities for automation and process improvements.

Consultant - Teacher
2016 — 2018 | SPEGC - ACADEVI

› Conducted masterclasses on composing and music production for video games at Game Jam events.
› Prepared students for Game Jam events by providing comprehensive training in music composition and production techniques.

Sound Design Teacher
2016 — 2018 | ULPGC - Postgrado Experto de Videojuegos

› Taught sound design for the Master in Video Game Design and Development program.
› Developed and delivered course materials on sound design principles and techniques.
› Provided hands-on training in creating and implementing sound effects and music for video games.
› Mentored students through project work, offering guidance and feedback to enhance their skills.
› Collaborated with other faculty members to integrate sound design into the broader game development curriculum.

EDUCATION

Conservatorium Maastricht
2017 — 2021 | Major in Composing, Arranging & Performing
Studied under: Wolfgang Braun, Jesse Passenier, and Leon Lhoest

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Fimucite - Film Score Academy
2017 | Workshop/Master in Music for Films & Videogames
Studied under: Craig Stuart Garfinkle (Composer - World of Warcraft), Marcin Przybylowicz (Composer - The Witcher 3), Richard Bellis, Matthijs Kieboom
Engaged in networking and collaborative learning with prominent composers in the industry.

Conservatorium Las Palmas de Gran Canaria
2016 — 2017 | Bachelor's Degree in Music Composition
Major: Music Composition
Studied under: Manuel Bonino, Daniel Roca, and Laura Vega

PERSONAL PROJECTS

Designed and developed personal websites for clients, created game mods and addons, built backend services for personal IT infrastructure.

SKILLS

Software Developer

HTML5 | CSS3 | React / Tailwindcss | JavaScript / TypeScript | C# / .NET | Python | Go | Docker

Soft Skills

Flexibility & adaptability | Teamwork | Creativity / Innovation | Problem-Solving