Ricard Gascons

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>_ Experience

Microsoft Dublin, Ireland ⟶ September 2017 - Present

Software Engineer Office Data Engineering Team

- Designed and implemented algorithms to improve measurement of turn-around times among translated strings, improving accuracy in the measured times up to 25%.
- Built a system to detect inefficiencies in string translation, which led to a 5% visibility increase among incorrectly translated strings.

Google Summer of Code 2016: Gnome foundation ⟶ May - August 2016

Developer Gnome-Games project

- Increased number of supported emulators from 21 to 24, offering support to more than 1500 games.
- Implemented support for multi-disc games for all gaming platforms, as part of the GSoC proposal.

Blueliv Barcelona, Spain ⟶ Sept. 2015 - Jan. 2016

Software developer Intern

- Implemented new web crawler modules, leading to an increase of more than 20 crawled sources of the data-mining platform.
- Automated development workflow between JIRA, Gitlab and Mattermost by writing a programmable pipeline which led to a 10% faster Merge Requests.

👥 Leadership

Microsoft OneHackathon ⟶ March - Jul. 2018

Site Lead Microsoft OneHackathon in Dublin

- Led a team of 10 people during 3 months to build Microsoft's hackathon in Dublin, lasting 4 days in July
- Hosted more than 250 hackers across the company, who built more than 50 projects

HackUPC ⟶ Nov. 2015 - Present

Co-Director & Advisor UPC-BarcelonaTech Student Hackathon

- Managed the logistics of the first edition in 2015, with 400 hackers on board
- Led a team of 15 members and 35 volunteers, hosting 500 hackers from all around Europe in 2016

🎓 Education

University College of London, London ⟶ January - May 2017

Exchange Computer Science student

UPC BarcelonaTech, Barcelona ⟶ September 2013 - May 2017

B.S. in Computer Science

℘ Side projects

- **C minus minus** Run C++ programs directly in your browser, without the need of a server
- **LexicOh!** A language learning app with an adaptive learning curve using a ML technique
- **Fireplace** Contributor in a Hearthstone simulator written in Python

🖥 Programming Languages and Skills

- **Comfortable:** C#, Python, Java, JavaScript, Git, Azure Data Eng. Stack | **Familiar:** C, C++
- Languages: English - Fluent, German - Beginner, Catalan - Native speaker, Spanish - Native speaker