

Sebastián Lavigne

Software developer

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I'm a passionate individual, always eager to increase my knowledge and enthusiastic about my work. I adapt with ease to new teams and environments, enjoy methodical, creative and intuitive work, and strive to leave a trace of quality and craftsmanship in my tasks.

Work experience

QA engineer at [MTP](#)

(Jun 2021 - present)

Quality assurance and continuous integration consulting for insurance and banking industries and government institutions.

- **Tasks:** Analysis, design and establishment of QA audits in various projects specialising in code analysis. Direct consultation with clients' development teams, automation of data extraction from APIs, custom reporting and configuration of CI pipelines
- **Environment** Java, Python
- **Tools:** SonarQube, Kiuwan, Jenkins, JIRA, IntelliJ IDEA

Lead developer at [MTP](#), consulting for [Banco de España](#)

(Oct 2021 - Feb 2022)

Complete QA solution tailored for the Bank of Spain.

- **Tasks:** Analysis, design and configuration of QA models within a platform migration from checkKing to Kiuwan
 - Implemented Kiuwan custom rules adapted to specific quality requirements of Banco de España
 - Designed a DB and developed a dockerized API that stored and managed internal quality metrics, before being further processed in Kiuwan
 - Developed internal libraries to map data and perform massive migration of apps between checkKing and Kiuwan
 - Provided support and trained teams in the use and maintenance of these new tools
- **Environment:** Java 1.8, Kiuwan Analyzer, Spring Boot, Junit, Mockito, Oracle Database, Docker, Swagger, Gradle, Git
- **Tools:** Eclipse IDE, Kiuwan, PL/SQL Developer, SoapUI

Senior developer at [Bilbomática](#), consulting for [CSIC](#)

(Mar 2021 - May 2021)

Consulting service for the Spanish National Research Council, supporting legacy applications that manage subsidies to third-party investigators.

- **Tasks:** Analysis, development, maintenance, quality control, versioning, testing, deployment and documentation of multiple legacy applications
- **Environment:** Java 1.6 / J2EE (Spring 2, Struts 1, JSF 1, Maven, Hibernate / JDBC), Subversion, Oracle Database, Alfresco, JBoss
- **Tools:** NetBeans IDE, Toad for Oracle, SonarQube, Jenkins, JMeter, Redmine

Junior developer at [Bilbomática](#), consulting for [DGOJ](#)

(Nov 2019 - Feb 2021)

Consulting service for the Spanish Gambling Regulation Authority, supporting legacy applications that process requests related to gambling activities.

- **Tasks:** Development, maintenance, versioning, accessibility fixes, testing and deployment of framework and non-framework applications
 - Developed a repository that centralized citizen and enterprise information which was previously stored

independently by the different DGOJ's applications, created the subsequent data migration processes and integrated across the project

- Implemented new internal libraries
- Updated the in-house framework to comply with new security requirements
- **Environment:** Java 1.8 / J2EE (Spring 3, Struts, Maven, Hibernate / Ibatis / JDBC, SOAP Web Services, JUnit), Subversion, Oracle Database, Alfresco, Apache Tomcat
- **Tools:** Eclipse IDE, Oracle SQL Developer, SoapUI

Junior developer at [Bilbomática](#), consulting for Madrid Digital

(Oct 2019)

Consulting service for the Community of Madrid's Digital Administration Agency, migrating their quality control procedures into SonarQube using custom rules.

- **Tasks:** Study the feasibility of converting existing custom Cover (proprietary quality analysis software) rules to Sonar
 - [Learnt](#) Sonar custom rule development, library integration, external report importing, custom metrics and post-analysis process implementation
 - Documented methodology to easily interpret equivalent concepts from Cover to Sonar
 - Established a platform with examples encompassing all the required types of rules present in the project
- **Environment:** SonarQube 7, Java 1.8, Subversion
- **Tools:** IntelliJ IDEA

Full stack developer intern at [Docuten](#)

(Mar 2019 - May 2019)

A digital signature and electronic invoicing, and payments service.

- **Tasks:** Development, support and maintenance for the web portal and various APIs
 - Brought up to speed in an Agile environment working as a full-fledged member of the tech team
- **Environment:** Java 1.8 (Spring 4, Struts 2, Hibernate, Gradle, Groovy, Spock), Javascript (Bootstrap), Git (Git Flow), MySQL, SOAP, REST, Scrum
- **Tools:** IntelliJ IDEA, MySQL Workbench, SoapUI, Postman, Jenkins, SonarQube, JIRA

Other projects

Mod developer

(2020)

Bear my Banner is a highly customizable mod for *Mount & Blade II: Bannerlord* that adds banners into the game using existing but hidden game assets. It's hosted on [NexusMods](#) and open sourced in [GitHub](#).

- Learnt C# and overcoming a different kind of programming challenge
- Collaborated with other creators to facilitate the modding experience for players

Java Untersee

(Mar 2019 - Jun 2019)

My [dissertation](#), a submarine simulation game written in Java featuring:

- A graphics engine written in Swing
- A custom game engine
- A command interpreter as the main way for the player to interact with the game

Languages

Spanish: Native

English: Bilingual

French: Moderate understanding

German: Über basic

Education

Cross-platform application development technician

(2017 - 2019)

I.E.S Valle del Jerte, Plasencia, Spain

Bachelor's Degree in Aerospace Engineering (Unfinished)

(2011 - 2015)

Escuela Técnica Superior de Ingeniería Aeronáutica y del Espacio, U.P.M., Madrid, Spain

Computer skills

Languages

- **Java**: proficient
- **C#**: proficient
- **Python**: intermediate
- **Fortran**: intermediate
- **C++**: novice
- HTML, XHTML, CSS, JavaScript (jQuery, Bootstrap)
- XML, JSON, YAML
- LaTeX, Markdown
- SQL (Oracle, MySQL, PostgreSQL)

Operating systems

- Linux (systemd)
- Windows
- Android

Tools

- Git (Git Flow), Subversion
- SonarQube
- Jmeter
- Jenkins
- JIRA
- GIMP
- UML
- SoapUI
- Postman

IDEs

- IntelliJ IDEA, NetBeans, Eclipse
 - Visual Studio
 - PyCharm
 - TeXstudio
 - Android Studio
 - Spyder
 - Unity3D
 - GameMaker
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