

Sebastián Lavigne

Software developer based in Madrid, Spain

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I'm a passionate individual, always looking 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 analyst at [MTP](#)

(Jun 2021 - Present)

Quality assurance and continuous integration consulting for multiple companies in the insurance industry.

- **Tasks:** Analyzing, devising and establishing QA audits in various projects, consulting directly with clients' development teams, developing custom static analysis rules, automating data extraction from tool APIs to create custom reports, configuring CI pipelines
- **Tools:** SonarQube, Kiuwan, Jenkins, JIRA, IntelliJ IDEA

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
- **Self-taught** custom rule development, library integration, external reports 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 creator

(Apr 2020 - Present)

Bear my Banner is a deeply 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](#).

- Learning C# and overcoming a different kind of programming challenge
- Working together with other creators to bring an easy 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 Engineer (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
- Android Studio
- Spyder
- PyCharm
- Unity3D
- GameMaker
- TeXStudio

