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

Senior developer at Bilbomática, consulting for CSIC   *(Mar 2021 - Present)*
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 feasability 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 Aerospatial 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