Sebastián Lavigne

Software developer

Email - sebastianlavigne@tutanota.com
LinkedIn - linkedin.com/in/sebas-lavigne
GitHub - github.com/sebaslavigne

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

Software and QA analyst 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 checKing 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 checKing and Kiuwan
  - Provided support and trained teams in the use and maintenance of these new tools
- ***Environment:*** Java 1.8, Kiuwan Analyzer, Spring Boot, Oracle Database, Docker, Swagger, Gradle, Git
- ***Tools:*** Eclipse IDE, Kiuwan, PL/SQL Developer, SoapUI

QA technician at MTP *(Jun 2021 - Oct 2021)*
Quality assurance and continuous integration consulting for multiple companies in the insurance industry.

- ***Tasks:*** Analysis, design and establishment of QA audits in various projects, direct consultation with clients' development teams, automation of data extraction from tool APIs to create custom reports, configuration of 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
  - 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 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
- PyCharm
- TeXstudio
- Android Studio
- Spyder
- Unity3D
- GameMaker