

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

Software engineer at [RHEA](#)

(Sep 2022 - present)

Ground Segment systems software engineering and technical support for ESA/ESOC and other space agencies and ventures.

- **Tasks:** Perform development, maintenance and provide user technical support on RHEA's MOIS platform (mission operations preparation, validation and execution) for various spacecraft missions on ESA/ESOC and Astroscale. Extend the ESA Ground Segment Engineering Framework (GSEF) to model earlier phases of mission design using MBSE approaches. Integrate telemetry and event data visualisation in Grafana.
- **Environment** Java, VB.NET, Python
- **Tools:** Docker, JIRA, SysMLv2, Eclipse EMF, MOIS, GSEF, Grafana

QA engineer at [MTP](#)

(Jun 2021 - Sep 2022)

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

Junior / Senior developer at [Bilbomática](#)

(Oct 2019 - May 2021)

Consulting service for various public administration institutions such as the Spanish Gambling Regulation Authority ([DGOJ](#)), Spanish National Research Council ([CSIC](#)) and the Community of Madrid's Digital Administration Agency ([Madrid Digital](#)), supporting legacy applications and developing new solutions.

- **Tasks:** Analysis, development, maintenance, quality control, versioning, testing, deployment and documentation of multiple legacy applications.
 - Developed a repository that centralized citizen and enterprise information which was previously stored independently by multiple applications, created the subsequent data migration processes and integrated across the project
 - Sonar custom rule development, library integration, external report importing, custom metrics and post-analysis process implementation
- **Environment:** Java 1.6, 1.8 / J2EE, SVN, Git, Oracle, MySQL, Alfresco
- **Tools:** SonarQube, Jenkins, JMeter, Redmine, SoapUI, NetBeans IDE, Eclipse IDE, 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: Basic, currently learning

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
- **VB.NET:** intermediate
- **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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