

SERGIO RUIZ

FULLSTACK JAVASCRIPT DEVELOPER

serginator@gmail.com <http://www.serginator.com>

FullStack JavaScript developer with 5+ years industry experience, since the age of 6 with computers and since the age of 12 dealing with code, with strong skills in code quality, performance and continuous integration. Capacity to learn new languages and adaptability to new environments in no time thanks to his overall knowledge of languages and operative systems.

SKILLS

WEB HTML5 CSS3 JAVASCRIPT REST AJAX
JAVASCRIPT JQUERY ANGULARJS NODE.JS ZEPTO.JS UNDERSCORE
CI JENKINS SONAR GRUNT.JS UNIX DOCKER
DATABASES MYSQL SQLITE NOSQL MONGODB
SCM GIT GITHUB SVN TFS

EMPLOYMENT

Analyst Programmer, [AURIGAE](#) 2012-12 — Present
Software Developer at Telefónica I+D. I've worked mainly focused in full-stack javascript, continuous integration and evangelist of best practices, most of the time at video area.
HTML5 CSS3 JavaScript Unix AngularJS Mocha Sinon Chai LESS Git Github Scrum JIRA Jenkins Grunt.js Jasmine Google Cast SDK SVN jQuery SVG Sonar AJAX Node.js APS POA PBA Clean Code video opentv dth cable vod pvr stb

Systems Integration Consultant - Programmer, [CIBER](#) 2012-01 — 2012-12
Programmer at System Integration, I've been developing a social network, Android apps, rest services at BBVA GAE project, sites with Google Sites for internal documentation at BBVA and Telepizza's mobile app.
HTML HTML5 CSS CSS3 JavaScript PHP ELGG Android GAE Java Google Sites C# ASP.NET MVC 4 Zepto.js jQuery AJAX JSON REST Apache nginx

Systems Integration Consultant - Junior Programmer, [CIBER](#) 2011-06 — 2011-12
Junior Programmer at System Integration developing a social network.
HTML CSS JavaScript AJAX PHP ELGG MySQL Unix

PROJECTS

Creator, [JS Test Lab](#) 2011-03 — Present
An arcade machine
JavaScript HTML5 CSS3

Developer, [Movistar TV - DTH Hybrid](#) 2015-01 — Present

Development of the UI of a set-top box (STB) with satellital and internet connection for TVApps and VOD, using SVG and JavaScript to communicate with the middleware. Also I've installed and configured all the continuous integration environment with Jenkins and Sonar, and made the Grunt.js tasks to automate everything, from linting or testing to opening pull requests automagically integrating Crowdin with new translations from the OBs.

JavaScript jQuery jasmine AJAX SVG Unix Jenkins Sonar Docker Scrum JIRA SVN Git Github video opentv dth cable vod pvr stb

Developer, [Movistar TV - GO](#)

2015-02 — 2015-03

Movistar TV web application, which allows to watch Live TV and VOD content, and handle your subscriptions, view the EPG and more. Joined the team for one month to speed development of new features.

JavaScript AngularJS Mocha Sinon Chai HTML5 CSS3 LESS AJAX Git Github Scrum JIRA Jenkins Grunt.js video vod pvr

Main developer, [Movistar TV - Chromecast Receiver](#)

2015-01 — Present

Chromecast Receiver for the mobile applications of Movistar TV, which handles to play Live TV and VOD on Chromecast. Developed in Angular JS. Also installed and configured all the continuous integration environment with Jenkins and Sonar, and made the Grunt.js tasks to automate everything, from linting or testing to opening pull requests automagically integrating Crowdin with new translations from the OBs.

JavaScript AngularJS Jasmine HTML5 CSS3 Google Cast SDK AJAX Jenkins Sonar Grunt.js Docker video

Main developer, [CSB - Cloud Service Broker](#)

2014-01 — 2014-11

CSB is a panel to manage users, assign resources or services, handle your account as a user... It uses Parallels (POA and PBA). Development of an APS 1.2 to integrate McAfee Multi Access in CSB, front-end (in Dojo Toolkit) and back-end (in Node.js), for O2 (UK and GER) and VIVO (Brazil). Also made all the ci environment.

JavaScript HTML CSS Node.js Mocha Sinon Chai AJAX APS 1.2 POA PBA Scrum JIRA Git Github Unix Jenkins Grunt.js

Developer, [FeedApp](#)

2013-07 — 2014-02

Web application made with the magic of Meteor.js and Lungo.js, connected to our internal LDAP server to handle logins. After finishing it, we ported all the Lungo.js part to Firefox building blocks as some of the members of the team were members of Firefox OS and wanted to use it in their devices. This app allows to send feedback to people personally or anonymously about projects, behaviour...

HTML5 CSS3 JavaScript Lungo.js Meteor.js Git Github LDAP

Developer, [Movistar TV - DTH Hybrid](#)

2012-12 — 2013-12

Development of the UI of a set-top box (STB) with satellital and internet connection for TVApps and VOD, using SVG and JavaScript to communicate with the middleware. Also I've installed and configured all the continuous integration environment with Jenkins and Sonar, and made the Grunt.js tasks to automate everything, from linting or testing to opening pull requests automagically integrating Crowdin with new translations from the OBs.

JavaScript jQuery jasmine AJAX SVG Unix Jenkins Sonar Scrum JIRA SVN Git Github video opentv dth cable vod pvr stb

Developer, [Telepizza - Mobile app development](#)

2012-09 — 2012-12

Development of the Smartphone/Tablet application, with our own javascript framework to load all sections dynamically in a single page application.

C# ASP.NET MVC 4 HTML5 CSS3 JavaScript Zepto.js jQuery AJAX TFS

Developer, [BBVA - Google App Engine \(GAE\) Team](#)

2012-06 — 2012-09

Development of services and apps for BBVA using Google App Engine (GAE). After the development of several REST services, I created some documentation webs for internal projects using Google Sites and developing gadgets in Google Apps Script.

Java Google App Engine REST JavaScript JSON Google Sites Google Apps Script PSD to HTML5/4 and CSS3/2

Main developer, [HEEL - Android application](#) 2012-02 — 2012-02
Development of a tablet application (Android) for a pharmaceutical laboratory. This app is used to let pharmacists to fill and sign contracts of sale and purchase, with a pharmacy database. It captures the form as a digital image and stores the filled form in CVS format to post-process it.
Java Android SDK SQLite

Developer, [TUYYOU - Development of a Social Network](#) 2011-06 — 2012-06
Social network development using ELGG and modifying it's core. It was running for several years, being announced in several media around the country.
PHP ELGG JavaScript JSON AJAX jQuery MySQL HTML CSS Unix LAMP SVN Photoshop CS5 PSD to HTML/CSS Croww browsing (included IE7)

EDUCATION

Responsive Frameworks, Imagina Formación 2016-02 — 2016-04
Responsive Frameworks course
rwd javascript html5 css3 base bootstrap foundation

Web development with Angular JS, Imagina Formación 2015-12 — 2016-02
Angular JS course
angularjs javascript html5 css3 animations

An Introduction to Interactive Programming in Python, Rice University 2013-01 — 2013-01
A course by Rice University at Coursera, Graded with distinction:
<https://www.coursera.org/records/XKhb4VhWeYRPvHnc>
game development python

Software development for Android devices, Universidad Nacional de Educación a Distancia - UNED 2011-01 — 2012-01
Android development
Android UX Programming Design

Dreamweaver CS4, Universidad Complutense de Madrid - UCM 2010-01 — 2010-01
Course certified by UCM about HTML4, CSS2 and Dreamweaver.

Engineering in Computer Science, Universidad Complutense de Madrid - UCM 2005-10 — 2010-12
Studied Engineering in Computer Science until 3rd grade, passed all programming labs.

AFFILIATION

Co-Organizer and member, [MadridJS Meetup](#) 2011-08 — Present
Co-Organizer of MadridJS, helping with talks and organization but with the lack of time, just member since 2015

Member, [HTML5 Spain Meetup](#) 2012-02 — Present
Member of HTML5 Spain

Member, [JavaScript study group](#) 2011-08 — 2011-09
Study group formed by several members of the JavaScript community in Madrid to learn and debate about JavaScript ecosystem.

SPEAKING

Game development in JavaScript, MadridJS Meetup

2012

It was a conference [Carlos](#) and I did about Game Development in JavaScript. It was in CAMON, with around 90 attendees. Here is the [video](#), [slides](#) and [info about the session](#).

Workshop: Game programming in JavaScript, GameMe5

2013

Advanced workshop on how to develop a game without libraries, plain JavaScript, for the [GameMe5 event](#). In this workshop we showed and explained in four hours, step by step, a shootem up demo. The game can be played [here](#) and the repo with more info can be watched [here](#).