

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.

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SKILLS

WEB DEVELOPMENT	HTML5 CSS3 LESS JAVASCRIPT REST AJAX GRUNTJS
JAVASCRIPT	JQUERY ANGULARJS VUEJS REACTJS NODEJS ZEPTOJS UNDERSCORE LODASH
CI	JENKINS SONAR GRUNTJS WEBPACK NPM UNIX DOCKER
DATABASES	MYSQL SQLITE NOSQL MONGODB
SCM	GIT GITHUB SVN TFS
SECURITY	NMAP NETCAT WIRESHARK ETTERCAP MSF NISSUS OPENVAS AIRCRACK-NG NIKITO
DESIGN	PHOTOSHOP ZBRUSH SOFTIMAGE(XSI) TERRAGEN GIMP 2 INKSCAPE

EMPLOYMENT

Programmer Analyst, AURIGAE Software Developer at Telefonica 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 Uniq AngularJS Mocha Sonar Chai HTML5 CSS3 LESS Ajax GIt Github Scrum JIRA Jenkins GruntJS Jasmine Google Cast SDK SVN JQuery SVG Sonar AJAX NodeJS APS PDA PBA Clean Code video openvpn d3h cable vod por sdb	Madrid	2013-12 — Present
Systems Integration Consultant - Programmer, CIBER 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. HTML5 HTML3 CSS CSS3 JavaScript PHP ELGG Android GAE Java Google Sites C# ASP.NET MVC 4 ZeptoJS JQuery AJAX JSON REST Apache nginx	Madrid	2013-01 — 2013-12
Systems Integration Consultant - Junior Programmer, CIBER Junior Programmer at System Integration developing a social network. HTML CSS JavaScript Ajax PHP ELGG MySQL Unix	Madrid	2011-06 — 2012-01

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PROJECTS

Creator, JS Test Lab An arcade machine javascript HTML5 CSS3		2011-03 — Present
Developer, Movistar TV - Hybrid HTML Development of the UI of a set-top box (STB) with satellite/cable and internet connection for TVApps and VOD, using HTML and JavaScript to communicate with the middleware. Also I've installed and configured all the continuous integration environment with Webpack, Jenkins and Sonar, and made the Grunt.js tasks to automate everything, from linting or testing to opening pull requests automatically integrating Crowdwin with new translations from the CIBs. javascript UniqJasmine por AJAX HTML5 CSS3 Webpack npm npm-jenkins Sonar Docker Scrum JIRA GIt Github video openvpn d3h cable vod por sdb		2011-01 — Present
Developer, Movistar TV - Hybrid Development of the UI of a set-top box (STB) with satellite/cable 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 automatically integrating Crowdwin with new translations from the CIBs. javascript JQuery jasmine AJAX CSS3 Uniq Jenkins Sonar Docker Scrum JIRA SDK GIt Github video openvpn d3h cable vod por sdb		2015-01 — Present
Developer, Movistar TV - GO 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 Sonar Chai HTML5 CSS3 LESS AJAX GIt Github Scrum JIRA Jenkins GruntJS video vod por		2015-02 — 2015-03
Main developer, Movistar TV - Chromecast Receiver Chromecast Receiver for the mobile applications of Movistar TV, which handles to play Live TV and VOD on Chromecast. Developed in AngularJS. 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 automatically integrating Crowdwin with new translations from the CIBs. javascript AngularJS Jasmine HTML5 CSS3 Google Cast SDK AJAX Jenkins Sonar GruntJS Docker video		2015-01 — Present
Main developer, CSB - Cloud Service Broker CSB is a panel to manage users, assign resources or services, handle your account as a user... It uses Parallels (PDA 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 VVO (Brazil). Also made all the CI environment. javascript HTML CSS UniqJS Mocha Sonar Chai Ajax APS 1.2 PDA PBA Scrum JIRA GIt Github Uniq Jenkins GruntJS		2014-01 — 2014-11
Developer, FeedApp Web application made with the magic of Meteor.js and Lingo.js, connected to our internal LDAP server to handle logins. After finishing it, we joined all the Lingo.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, behavior... HTML5 CSS3 JavaScript LingoJS MeteorJS GIt Github LDAP		2013-07 — 2014-02
Developer, Movistar TV - Hybrid Development of the UI of a set-top box (STB) with satellite/cable 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 automatically integrating Crowdwin with new translations from the CIBs. javascript JQuery jasmine AJAX CSS3 Uniq Jenkins Sonar Docker Scrum JIRA SDK GIt Github video openvpn d3h cable vod por sdb		2012-12 — 2013-12
Developer, Telepizza - Mobile app development 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 ZeptoJS JQuery AJAX TFS		2012-03 — 2012-12
Developer, BBVA - Google App Engine (GAE) Team 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		2012-06 — 2012-09
Main developer, HEEL - Android application 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		2012-02
Developer, TUYOUI - Development of a Social Network 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 Wordpress PSD to JQuery MySQL HTML CSS Uniq LAMP SVN Photoshop CSS PSD to HTML/CSS Crowe browsing (Unkubid) E7		2011-06 — 2012-06
Web Development with ReactJS Imagina Formación React JS course.		2017-05 — 2017-06
Design and conceptualization of videogames, Imagina Formación Course about design and conceptualization of videogames. It was about rewards, personalities, feedback, homo faber vs homo ludens, monetization, casual players vs hardcore players, QA, localization, equilibrium, interactive design...		2016-11 — 2016-12
Web development with Node.js Imagina Formación Node.js 5.4 course, with express, mongodb, template engines like jade or Handlebars, using TDD with mocha, optimization with Grunt.js and deployment with Heroku.		2016-09 — 2016-10
Responsive Frameworks, Imagina Formación Responsive Frameworks course using some frameworks like Base, Bootstrap and Foundation.		2016-02 — 2016-04
Web development with AngularJS Imagina Formación Angular JS course.		2015-12 — 2016-02
An Introduction to Interactive Programming in Python Rice University A course by Rice University at Coursera. Graded with distinction: https://www.coursera.org/records/90b6b4VWeyfRPv4nc		2013-01
Software development for Android devices Universidad Nacional de Educación a Distancia - UNED		

Android development, giving some hints about design and UX.	2011-01 — 2012-01
Dreamweaver CS4 , Universidad Complutense de Madrid - UCM	2010-01
Course certified by UCM about HTML4, CSS2 and Dreamweaver.	
Engineering in Computer Science , Universidad Complutense de Madrid - UCM	
Studied Engineering in Computer Science until 3rd grade, passed all programming practices.	2005-10 — 2010-12

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.	

EXTRACURRICULAR

Codemotion ES 2012 , Event plenty of conferences about development. More info here	Madrid	2012-03
SpainJS 2012 , Event plenty of conferences about JavaScript. More info here	Madrid	2012-07
SpainJS 2013 , Event plenty of conferences about JavaScript. More info here	Madrid	2013-07
XP Week 2013 , Workshops about XP, TDD, Clean Code, CI, Grunt... I made some slides to talk what I've learnt to my colleagues at Telefonica I+D.	Madrid	2013-04
DEVCON 2013 , Development conference for Telefonica I+D	Madrid	2013-11
TEFCON 2015 , Development conferences for Telefonica I+D	Madrid	2015-05
SmashingConf Barcelona 2015 , Event plenty of conferences about JavaScript, CSS and Design. More info here and here .	Barcelona	2015-10
JSdayES 2016 , Development conference about JavaScript	Madrid	2016-04
FrontFest 2017 , Development conference about FrontEnd	Madrid	2017-02
JSdayES 2017 , Development conference about JavaScript	Madrid	2017-05

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 .	