

# Sergio Ruiz

## FullStack JavaScript Developer

### Contact

#### Email

[serginator@gmail.com](mailto:serginator@gmail.com)

### About

FullStack JavaScript developer with 11+ 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.

### Profiles

#### GitHub

[serginator](#)

#### Twitter

[serginator](#)

#### LinkedIn

[serginator](#)

### Work

Dec 2012 – Present

#### Programmer Analyst

Software Developer at Telefónica I+D. I've worked mainly focused in full-stack javascript, continuous integration and applying best practices, most of the time at video area developing the UI of Movistar TV set-top-boxes for LATAM, now at Cloud area developing CloudBlue APS/Connect for our CSB, both connectors and endpoints.

#### Highlights

- 2022-01 - today # Telefónica - Devi: Integrations with CSB, endpoint development in Node.js; development of Connect products and endpoints in Node.js.
- 2019-03 - today # Telefonica - MultiCloud: Development of Connect applications (previously APS 2.2) for CloudBlue, integrating external cloud services (AWS, Azure, GCP...). Backend in AWS lambdas using Python/Node.js.
- 2019-01 - 2019-03 # Bankia: A simple Angular 1.x application to check fraudulent usage in ATMs
- 2017-01 - 2019-01 # Movistar TV - Hybrid HTML: The same but using HTML instead of SVG, and Webpack instead of Grunt.js. In 2017 we made it in Vue.js, in 2018 we removed it and did everything with Webcomponents.

- 2015-01 - 2019-01 # Movistar TV - Hybrid SVG: 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 automagically integrating Crowdin with new translations from the OBs.
- 2015-02 - 2015-03 # 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.
- 2015-01 - 2019-01 # 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 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.
- 2014-01 - 2014-11 # Telefonica - Cloud Service Broker: 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.
- 2013-07 - 2014-02 # Telefonica - Feedapp: 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, behavior...
- 2012-12 - 2013-12 # 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 automagically integrating Crowdin with new translations from the OBs.

---

Jan 2012 – Dec 2012

### **Systems Integration Consultant - Programmer**

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.

### **Highlights**

- 2012-09 - 2012-12 # 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.
- 2012-06 - 2012-09 # 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.

- 2012-02 - 2012-02 # 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.
- 2011-06 - 2012-06 # TUYYOU - Development of a Social Network: Continuing the development.

---

Jun 2011 – Jan 2012

### **Systems Integration Consultant - Junior Programmer**

Junior Programmer at System Integration developing a social network.

#### **Highlights**

- 2011-06 - 2012-06 # TUYYOU - Development of a Social Network: Social network development using ELGG and modifying it's core. It pretended to join a buying platform with a professional network, offering the possibility to earn money from your referrals. It was running for several years, being announced in several media around the country.

## **Volunteer**

### **Game development in JavaScript**

---

Mar 2012 – Mar 2012

#### **Speaker**

It was a conference @etnassoft and I did about Game Development in JavaScript. It was in CAMON, with around 90 attendees.

#### **Highlights**

- Video: <https://vimeo.com/39259983>
- Slides: <http://www.serginator.com/juegos-en-js/#/home>
- Info about the session: <http://lanyrd.com/2012/madridjs/sdqxgc/>

### **Game programming in JavaScript**

---

Dec 2013 – Dec 2013

#### **Speaker**

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.

#### **Highlights**

- Repo with more info and code:  
<https://github.com/serginator/workshopGameMe5>
- The game can be played here: <http://serginator.github.io/workshopGameMe5>

### **MadridJS Meetup**

---

Aug 2011 – Dec 2015

#### **Co-Organizer and member**

Co-Organizer of MadridJS, helping with talks and organization but with the lack of

JS Organizer of Madrid, helping with talks and organization but with the lack of time, just member since 2015

## HTML5 Spain Meetup

Feb 2012 – Dec 2015

Member

## JavaScript study group

Aug 2011 – Sep 2011

Member

Study group formed by several members of the JavaScript community in Madrid to learn and debate about JavaScript ecosystem.

## Education

### Udemy

Sep 2020 – Sep 2020

Ethical Hacking Fundamental Course - Learn From Scratch

Course

### Imagina Formación

Oct 2018 – Dec 2018

ES6, Polymer and WebComponents

Course

### Imagina Formación

May 2017 – Jun 2017

Web Development with React JS

Course

### Imagina Formación

Nov 2016 – Dec 2016

Design and conceptualization of videogames

Course

### Imagina Formación

Sep 2016 – Oct 2016

Web development with Node.js

Course

### Imagina Formación

Feb 2016 – Apr 2016

Responsive Frameworks

Course

### Imagina Formación

Dec 2015 – Feb 2016

Web development with Angular JS

Course

### Rice University

Oct 2013 – Dec 2013

An Introduction to Interactive Programming in Python

Course

# Universidad Nacional de Educación a Distancia - UNED

Jul 2011 – Oct 2012

Creación y Desarrollo de Aplicaciones para dispositivos Android

Course

## Universidad Complutense de Madrid - UCM

Mar 2010 – May 2010

Dreamweaver CS4

Course

## Universidad Complutense de Madrid - UCM

Oct 2005 – Dec 2010

Engineering in Computer Science (Not finished)

Engineering

## Skills

### Web Development

HTML5 CSS3 LESS  
JavaScript REST AJAX

### JavaScript

ES6 jQuery AngularJS Vue.js  
ReactJS WebComponents  
Polymer Zepto.js Underscore  
lodash

### Backend

Node.js PHP Python

### Cloud

AWS Google Cloud Platform  
Heroku Azure

### CI

Jenkins Sonar Grunt.js  
Webpack npm Unix Docker

### Databases

MySQL SQLite NoSQL  
MongoDB

### SCM

Git Github SVN TFS

### Security

nMap netcat Wireshark  
ettercap MSF Nessus  
OpenVAS aircrack-ng Nikto  
burpsuite

### Design

Photoshop Zbrush  
Softimage|XSI Terragen Gimp 2

Inkscape

## Languages

**Spanish**

native

**English**

professional

**Japanese**

basic

## Interests

**travelling**

**reading**

**watching movies and tv  
shows**

**video games**

**music**

**guitar playing**

**Japanese**