



Pablo Blanco Celdrán

Cross-platform developer with modern technologies like React. Development with NodeJS, native addons and modern standards like C++ 14. Always eager to learn, rational and curious.

I like to do things well and I put in the necessary effort to to get it. I get along well with very different people and I adapt easily to changes and different situations. Able to organize and lead projects.

Own car Fluent English Responsible Entrepreneur Enthusiast Positive Teamwork

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Github <https://github.com/sigmasoldi3r>

Formation

2020-2021 Videogame development course ()

Tokio School

2015-2017 Higher degree of cross-platform application development (With honours)

Ins Carles Vallbona, Granollers

2013-2015 Technological Bacalaureate (Notable)

Ins Vilanova del Vallès

Additional knowledge

Node

NPM

React

Less

Sass

CSS3

Scala

Kotlin

Clojure

C/C++14

OpenGL

TypeScript

Lua

WASM

SQLite

Blender

Unity3D

C#

Work experience

Currently

Dekalabs - Remote

Fullstack developer using Typescript for ReactJS and NodeJS. Test design, program creation using the Algorand's blockchain. Internal tooling creation, along with NodeJS's native addons.

Kantar Worldpanel - St. Cugat

Full stack analyst with ReactJS, .NET Core and MVC. I work with Azure functions and Azure DevOps. Servers for remote execution of scripts in R. Data processing scripts with ClojureScript.

2019-2020

2017-2018

Catalog Player - Granollers

Full stack analyst and developer with hybrid technologies, embedded systems, database server maintenance, team management for a collaboration with Sage UK, front end development with ReactJS.

2016

Mobivention - Köln (Erasmus)

Development of hybrid applications for mobile platforms, with Cordova and Ionic. Development of NodeJS servers to query scoring APIs from different mobile appstores.

2016

Veronica, Electrical Supply Management

Development of business management software (ERP), in python. Database model design.

2014

Linde & Wiemann - La Garriga

Maintenance technician assistant. Sensor repair, electric & hydro-pneumatic control systems maintenance.

Hobbies

I like to go mountain-hiking, play video games with my friends. I love watching *anime* and creative drawing.

Another of my hobbies is 3D printing and homemade electronics, I enjoy doing small DIY projects, while programming Arduino family boards or ESP ones.

I really enjoy the field of programming language design, always excited about learning new ones. So it is, that once I designed one of my own, called 🐉 Charon (You can find it in [my GitHub](#)). I have also contributed to some open-source projects such as [AntLR4](#).

Languages

Native Catalan and Spanish. Fluent English.

I'm currently trying my hand at Japanese!

Other tools

I am familiar with graphics engines like Defold, Unreal Engine 4, Godot and Löve2D.

I have also used drawing programs like Aseprite and Krita or CAD-like programs such as AutoCAD and SolidWorks.

You can see my resume's source code on my github!