



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

Address	C / Dotze de febrer, 29 Vilanova del Vallès (Barcelona)
Phone	693210403
Mail	pablobc.1995@gmail.com
Github	https://github.com/sigmasoldi3r

Formation

2020 Videogame development course (Courses)

Tokio School

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

Ins Carles Vallbona, Granollers

2013-2015 Technological Baccalaureate (Notable)

Ins Carles Vallbona, Granollers

Additional knowledge

Node

NPM

React

Less

Sass

CSS3

Scala

Kotlin

Clojure

C/C++14

OpenGL

Typescript

Lua

WASM

SQLite

Blender

Unity3D

C#

Work experience

Kantar Worldpanel - St. Cugat

Full stack development 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.

2020

2018

Catalog Player - Granollers

Full stack developer with hybrid technologies, embedded systems, database server maintenance, team management for a

collaboration with Sage UK, front end development with ReactJS.

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.

2017

2016

Veronica, Electrical Supply Management

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

Linde & Wiemann - La Garriga

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

2014

About me

Hobbies

I like to go mountain-hiking, play video games with my friends, or enjoy a good story in single player. 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. I always find it exciting to learn 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.

Now I'm trying my hand at German and 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!