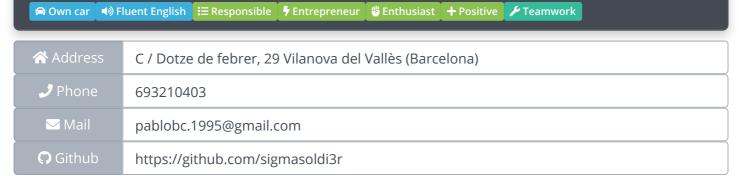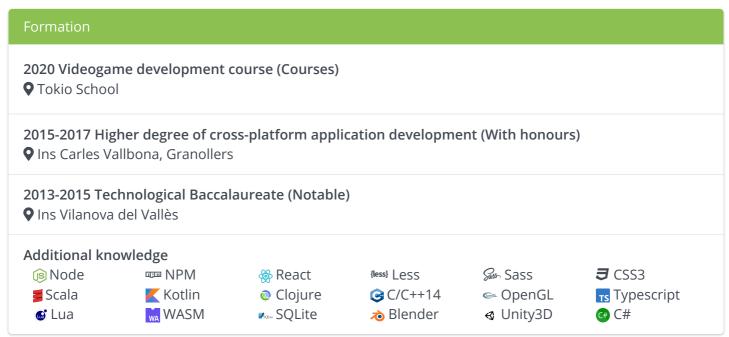# Pablo Blanco Celdrán

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 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

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.

2019-2020

2017-2018

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)   ● 2016

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

Linde & Wiemann - La Garriga   ● 2014

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

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**.
I'm Currently trying my hand at German and Japanese!

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

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.