



# 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 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.

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.**

I'm Currently 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!