

TOMÁS GOIZUETA

SOFTWARE ENGINEER



www.tomyg.com

PORTFOLIO & PROJECTS



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Málaga, Spain

PROFILE

Graduated in Software Engineering with 1 year of experience in web development (Front-End).

In this field, I have found a place where I can combine my two passions: programming and design.

During my university studies, I have self-studied new technologies focused on web development, video game programming, and 3D modeling.

EXPERIENCE

2023-2024 **FRONT SOFTWARE ENGINEER**
Babel
↳ **Project for Banco Santander**
Angular, Node, TypeScript, Stencil, PostgreSQL

LANGUAGES

ENGLISH C1 CAMBRIDGE LINGUASKILL
SPANISH NATIVE

TECHNOLOGIES

PROGRAMMING LANGUAGES

- JavaScript, TypeScript, HTML & CSS
- Java, Java EE, C#, C, C++
- SQL & noSQL

FRAMEWORKS & TOOLS

- React, Angular
- Node & Express
- NextJS, Astro
- PostgreSQL, MySQL

OTHER AREAS

- GIT and agile methodologies
- Design patterns
- UI - Figma
- Game Engines: Unity(C#), Unreal Engine 5
- Graphic design (Photoshop) & 3D (Blender)

EDUCATION

2020-2025 ● **BACHELOR IN SOFTWARE ENGINEERING**
University of Málaga (UMA)

2023 ● **FULLSTACK BOOTCAMP**
Babel & Banco Santander

2016 ● **PC ASSEMBLY AND CONFIGURATION COURSE**
University of Málaga (UMA)

SOFT SKILLS

- **Self-learning:** Ability to quickly learn new technologies independently.
- **Teamwork:** I have worked in various university projects with unfamiliar colleagues, taking on different roles.
- **Negotiation:** Participated in agile-based university projects simulating client meetings and negotiations.
- **Creativity:** I see software development as a creative process where I constantly seek innovative solutions.
- **Responsibility:** I am a reliable and committed team player.