VÍCTOR PÉREZ PIQUERAS

Software Engineer – Scrum Master - Researcher

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ABOUT ME

I'm a professional, competent and passionate Software Engineer. I'm experienced in web development, frontend design and UI. I also have knowledge in backend, ReST APIs and database design, which allows me to easily adapt to most job positions, being able to work as a full-stack developer.

I enjoy teamworking and pursuing sinergies to get the best of me and the team. I've developed most of my career in english and, thus, I can effectively communicate with my coworkers whether they speak english or spanish.

I'm devoted to clean code practices, design patterns, refactoring principles and continuous integration/deployment techniques. Solid Agile defender and PSM-II.

HARD SKILLS

Web development

Cloud architectures

Agile development & Scrum

Clean Code, CI/CD, Testing

SOFT SKILLS

Self learning

Teamwork

Critical thinking

Creativity

PROFESSIONAL EXPERIENCE

Full Stack Developer & Scrum Master   **Nov. 2021 – Today**
Grupo Vermon S.L.
Development of a system for track and fleet monitoring in the rail transport sector. Project in an international, Scrum-managed team (recently holding Scrum Master role), using current technologies such as Angular for frontend and AWS Cloud services for the infrastructure and backend architecture.

Researcher   **Feb. 2021 – Oct. 2021**
Universidad De Castilla-la Mancha
Research support staff in R&D&i project. Design and evaluation of multi-objective optimization algorithms. Technologies: Python, Pandas.

Full Stack Developer - Internship   **Jul. 2020 – Sep. 2020**
Grupo Vermon S.L.
Development of a web application for the creation and management of dynamic forms to control incidents in companies. Technologies: Angular, AWS Serverless.

Grupo Vermon S.L.   **Jun. 2019 – Aug. 2019**
Full stack development of a web application for real-time home sensor management and monitoring. Technologies: Angular, Python Flask, SQLite.

EDUCATION

Professional Scrum Master II • Scrum.org   **2023**

PhD In Advanced Computer Technologies   **2021 – Today**
Universidad De Castilla-la Mancha
Part-time researcher at the Intelligent Systems and Data Mining Laboratory.

Professional Scrum Master I • Scrum.org   **2020**

Masters Degree In Computer Science   **2020 - 2021**
Universidad De Castilla-la Mancha
Multidisciplinary training and management skills. 5 distinctions with honours.
- TFM: "Scrum management software enhancement for automatic Product Backlog prioritization". Technologies: Angular, NodeJS, MySQL, AWS Serverless. Mark:10.

Bachelor's Bilingual Degree In Computer Science   **2016 - 2020**
Universidad De Castilla-la Mancha
Mention in Software Engineering. 4 distinctions with honours.
- TFG: "TheProductOwnerd: Support tool for the Product Owner". Technologies: Angular, NodeJS, MySQL. Mark: 10.

First Certificate In English (B2) • Cambridge   **2018**

ADDITIONAL ACHIEVEMENTS

SISTEDES - NTT Data Award for the best Masters Thesis   **2022**
National award for the best Masters Thesis on new methodologies and tools for software development.

Charles Babbage Award for the best Masters Thesis   **2021**
Universidad De Castilla-la Mancha
Award for the best Master's Thesis of a multidisciplinary nature and business transfer in the Masters Degree In Computer Science.

Best Academic Record of the Masters Degree In Computer Science   **2021**
Universidad De Castilla-la Mancha
Average mark of 9,80.

Pictotrainer - Third Award • Esiiab • Hack For Albacity   **2020**
Web and mobile application for the training and rehabilitation of people with functional diversity, presented to the HackForAlbacity2020 competition in collaboration with the CRMF-IMSERSO.