

Experience

Olocip

Madrid

Software Developer. Full Stack

January 2025 – Present

- Developed modules for football broadcast information visualization using web technologies (ThreeJS and Electron).
- Optimized the read/write flow of data in the global state of the visualization tool, duplicating the frame rate and allowing a smooth broadcasting.
- Development of shadow team tools for manual and automatic editing based on descriptive or predictive data. In SaaS for scouting and player performance prediction.
- Development of a statistical variable personalization system based on user profiles to improve player scouting.
- Created dashboards in web applications for professional football clubs with Dash that allow visualization of player statistics and information. Data querying and processing via SQL and Pandas.

Freelance

Remote

Software Developer. Back-end. Full stack

April 2023 – November 2024

- Created data retrieval tools for Open-Source Intelligence (OSINT) using Python, Playwright, and various APIs, reducing client data retrieval time by 90 %.
- Developed a football statistics visualization and lineup management system for a local team. Developed with NextJS and Supabase for data storage and authentication.
- Developed web tools for electricity bills optimization and photovoltaic installations simulation. Back-end built with Python (FastAPI and Pandas for data calculation), front-end with React and NextJS.

Tecsisia

Madrid

Software Developer. Back-end Intern

January 2022 – July 2022

- Development of a SaaS for energy commercialization management.
- Worked in a team using agile methodologies (Scrum). Focusing mainly on API development with the functional programming language Scala and the Akka framework.
- Maintained and created API endpoints for third-party data storage and serving modeled information.
- Managed NoSQL databases, like Cassandra and ElasticSearch. Used Git, Jenkins, Docker, and Kubernetes for development and deployment. Deployed on AWS.
- In addition to my tasks with the API, I also worked in automating repetitive tasks, which increased my team's efficiency by the end of each sprint.

Education

UNIVERSIDAD AUTÓNOMA DE MADRID

Madrid

Bachelor's Degree in Computer Science Engineering

September 2018 - December 2024

Thesis: Built an open-source photovoltaic surplus management system (Github) and associated tools. Full integration with the Home Assistant platform.

Skills

Programming languages and technologies: JavaScript/TypeScript (front-end and back-end, React, NextJS, Tailwind CSS, Astro, NodeJS), Scala (AKKA), Java/Kotlin, C/C++, Python (scripting and web frameworks), SQL and NoSQL databases (PostgreSQL, MySQL, MongoDB), Linux, Git, Bash, Docker, and Kubernetes.

Additional competencies: Software project development and management using agile methodologies like Scrum, software development and review using Peer Instruction methodology. Fast and self-taught learning. Adaptability. Teamwork. Problem-solving. Innovation.

Languages: Spanish (Native), English (Intermediate-Advanced, B2-C1)