

EMPLOYMENT

CPM Consultant

pmOne

2015 - 2019

- Designed, implemented and deployed:
 - corporate performance management systems in the areas of planning, forecasting, reporting and planning processes.
 - planning workflows and the establishment of an integrated P&L, balance sheet.
 - an OLAP cube Prototype in R using Microsoft R server and its capabilities to handle big Data.

Software engineer

21 Ninjas

2012 - 2015

- Founded a startup acknowledged on several Spanish contests where I have:
 - Created the Ismuser's REST API that was used to handle content synchronization between multiple devices while managing permissions and other Web services.
 - Implemented HTTP digest (RFC 2617) in JavaScript using Node.JS and Passport.JS together with its SDK to be used inside the Ismuser API.
 - Built a Prestashop payment module able to process payments according to Spanish islands legislation.
 - Redesigned Picasst.com which was originally made in PHP to the MEAN stack. Also, integrated Facebook API into it (log in, likes, etc.)
 - Designed, implemented and integrated a flexible click tracking system tailored for a small startup dedicated to the world of education.
 - Worked in the development of robust backend for a digital newspaper (<http://canariasenhora.com/>) making use of NoSQL DB (Mongo) and AWS to deal with availability and scalability and content's security.

EDUCATION

Las Palmas de Gran Canaria

Universidad de Las Palmas de Gran Canaria

2006 – 2012

- B.S.E. in Computer Science Engineering
 - Graduate Coursework: Software Foundations; Computer Architecture; Algorithms; Artificial Intelligence; Comparison of Learning Algorithms; Computational Theory; Compilers; Cryptography; Software engineering; Design patterns; Agile methodologies.
 - Undergraduate Coursework: Operating Systems; Databases; Algorithms; Programming Languages; OOP; Data-Structures; Unit testing; Algebra; Calculus; Automata Theory; Neural networks; Machine learning; Graphs; Networking.

TECHNICAL EXPERIENCE

Projects

- **Payment module for Prestashop** (2014). Developed a payment module for Prestashop which is integrated in the platform ClickCanarias (service that offers a solution to the problems of customs in Canary islands since no e-commerce covers the additional costs of buying online from this location). PHP, MySQL, HTML5, JS
- **Parallelization of a correlation algorithm** (2013). Implementation of an algorithm designed at ULPGC (both sequential and parallel) that estimates optical flow taking as input a pair of images or a video sequence. The concurrent version has been implemented using graphic cards' cores (GPGPU) and CUDA. Link to PDF <https://bit.ly/2EjwVv6>. C++, Qt, CUDA
- **Ismuser API** (2013). The API offered live videoconference and real-time services (video, images, keynotes, etc.) embeddable anywhere, that anyone could integrate on their own website. It also provided adaptable layouts for the best adjusting, usage statistics, etc. JS, Node.JS, HTML5, PHP.

Open source

- **DGC App** (2012). Desktop application using Qt (4.8) that allows you to create 3D objects, color, transform (scale, rotate and translate) and enlighten them. An overview, in Spanish, is available in YouTube <http://goo.gl/CiEz7r>; Github: <http://goo.gl/hrvmk9>. C++
- **POP3 Bash client** (2011). Raw implementation of a POP3 client that manages e-mail through the UNIX shell. C, sockets.
- **Mini Unix Shell** (2011) - Command-line interpreter that provides a command line user interface for Unix-like operating systems. The shell is interactive and can used to do most of the OS tasks. The code is hosted on Github <https://github.com/leolanchas/mini-shell>
- **Pacman for 2 players** (2009). It is the classic Pacman game but modified to allow two people to play and to chat while they have fun. The code is hosted at Bitbucket: <http://goo.gl/Rk3v7W> . JAVA, Open JMS.

ADDITIONAL EXPERIENCE AND AWARDS

Technology assistant (2004 – 2019): iglesiasmaranata.es - Since 2004 I have been in charge of the digital section: website, displaying songs, creative stuff and so on.

Programming languages and Technologies

- HTML5, JS, CSS3, PHP, SQL, C/C++, Java, C#.NET, Python, UML, Swift
- NodeJS, Laravel, Symphony, React, React Native, Docker, Kubernetes, iOS
- GIT; Visual Studio; Microsoft SQL Server; Eclipse

Languages

- **Spanish** – Native Speaker
- **English** – Excellent command / highly proficient spoken and written
- **German** – Good command / good working knowledge

Courses

English:

- **LAL**, Fort Lauderdale, Florida, USA. **2008**
- **Ardmore Language Schools**, Bournemouth, England. **2006**
- **Ardmore Language Schools**, Cardiff, Wales. **2005**