

Pablo Arteaga González Palenzuela

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Motivated last year Software Engineering student on track for a first-class Honours degree looking to learn and gain practical experience in the Industry.

EDUCATION AND QUALIFICATIONS

2014 - present	University of Glasgow, Software Engineering First Year: Completed all 6 courses at a grade level of A Second Year: Completed all 11 courses at a grade level of A Third Year: Completed 9 courses at a grade level of A, one at B Additional Information <ul style="list-style-type: none">• 4th year student at the time of writing.• Part of the winning team in the Glasgow University Cyber Defence Exercise (CDX) organised by JP Morgan. Developed a secure web application for this event.• Class representative for the programming lab group in Level 1.• Awarded with the John Aitchison prize for the student with the best performance in first year Statistics.
2015	Cloud-based virtualization with VMware ESX and vSphere Course covering the basics on how to set up, manage and maintain a VMware ESX based virtualization system
2009-2014	Colegio Hispano Inglés, Santa Cruz de Tenerife, Spain Título de Bachillerato: Awarded with “Matrícula de honor” (avg. of 10/10) Additional Information <ul style="list-style-type: none">• Selected to participate and finalist in the <i>Becas Europa</i> programme for excellence in highschool• Selected to take part of the <i>Premios Don Bosco</i> in Zaragoza for technological research and innovation. Developed a wirelessly controlled robot controlled with a Kinect sensor• Winner of the <i>Premio DISA</i> for academic excellence in 2014• Winner of the <i>Premio CSIC Canarias</i> (Superior Scientific Research Council) for the Science popularization project built for my School• Developed a website and an Android App currently in use by the School to implement the <i>Flipped Classroom</i> methodology. Setup another website used to share content between students.• Actively maintain and ensure the security of the hosting VPS

WORK EXPERIENCE

<p>June to Sept. 2017</p>	<p>Bloomberg L.P. – Software Engineering Intern</p> <ul style="list-style-type: none"> • Worked for 16 weeks to create a new data handling pipeline that resulted in greatly reduced latency • Ensured that its deployment caused no negative impact or outage • Fully integrated with the team and participated in every Agile methodology and ritual, making sure to communicate efficiently • Collaborated with other teams to improve existing tools used across the company • Researched on database scalability solutions and their applications for the team
<p>July to Sept. 2016</p>	<p>EPSRC funded summer internship in the University of Glasgow and UBDC (Urban Big Data Centre)</p> <ul style="list-style-type: none"> • Researched for 10 weeks in a team to develop systems that can be deployed by UBDC and similar institutions. • Developed and researched efficient methods to analyse heterogeneous data collections. • Used a variety of technologies to create an abstraction layer from the data storage type. Quickly learnt the tools needed for the project, such as the Hibernate ORM and connection tools for Solr and Lucene. • Attended a Lucene conference during this time: Lucene4IR in the University of Strathclyde
<p>May to June 2016</p>	<p>TGX (The Gaming Experience) – Gaming start-up</p> <ul style="list-style-type: none"> • Worked with a start-up company developer team • Built and implemented methods to connect their current software with several gaming platforms and services using Python, Django and Java. • Worked using industry standards such as continuous integration • Helped troubleshoot problems with their existing codebase
<p>June to July 2016 and June to July 2015</p>	<p>Volunteer at TLP (Tenerife Lan Party) – Systems and Networks</p> <ul style="list-style-type: none"> • Helped deploy and maintain custom-built software to control access to the event, ticket selling and user information management • Part of a large team, helped focus efforts in most relevant parts to ensure essential tasks were done in a time-constrained environment. • Maintained software that made use of device-specific legacy code • Worked in setting up Linux servers to host game services and event management software made in Python

SKILLS

Java, Python, Django framework, .NET (C# and VB), Javascript (and jQuery), C, C++, Qt, Ansible, Docker, Linux, Windows

LANGUAGES

- English: C1 – Cambridge Advanced
- Spanish: Native

REFEREES

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