CARLOS G. MARTÍN

COMPUTER & SOFTWARE ENGINEER

+ PERSONAL INFORMATION

Location	Remote | Tenerife
Nationality	Spanish
Date of birth	February 6, 1993

+ CONTACT

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+ PROFESSIONAL SUMMARY

I am a proactive and results-driven software engineer with extensive experience in developing complex systems and leading technical teams. I specialize in Python, C++, and Linux environments, and have a proven track record in designing and implementing solutions for real-time systems, data management, and embedded systems. My expertise spans across software engineering, system analysis, and design, with a particular focus on driving high-performance products. As a natural communicator and leader, I take pride in cultivating collaborative environments, driving projects forward, and mentoring junior developers. I am currently seeking a Tech Lead role where I can continue to leverage my skills in software development and leadership to help teams thrive and deliver exceptional products.

+ EXPERIENCES

Software Engineer | Tech Lead

2021 - Present

As a Tech-Lead and Developer, I have been responsible for leading cross-functional teams in designing, developing, and deploying innovative features for our products, including a data warehouse system and energy management algorithms. My leadership skills were further demonstrated as the product owner for a Datawarehouse project. I led the development of key features such as recursive algorithms for catenary energization, and managed the integration of various devices like displays, cameras, and intrusion detection systems.

Key Responsibilities:
+ Leading software analysis, design and fevelopment process.
+ Mentoring and collaborating with engineers to deliver hihg-quality code.
+ Managing the full lifecycle of major features.
+ Conducting code reviews and ensuring adherence to conding best practices and SOLID principles.

Languages & Technologies:
Python, NET Framework (C#), C++, SQL, TimescaleDB, Linux, ETL, BigData, Windows services, TLS, Unit Testing

Software Engineer

2019 - 2021

I worked on embedded and critical systems for the Madrid Metro's physical and electrical simulators, integrating GPS, PRS, and IMU positioning systems. During this time, I gained a solid understanding of the challenges of working with low-level programming and real-time data streams..

Key Responsibilities:
+ Developing embedded systems and integrating them with hardware.
+ Ensuring reliability and performance of real-time systems.
+ Collaborating in agile environments.

Languages & Technologies:
C++, .NET Framework (C#), Python, Bash, Linux, GitLab, Unit Testing, Oscilloscope.

.NET FULL STACK DEVELOPER

2017 - 2019

Worked on custom development projects for Sage ERP software and Nadilux CMMS, managing databases, performing SW analysis, and designing and implementing solutions. My work focused on database management and web development..

Key Responsibilities:
+ SW Analysis, design and development.
+ QA & Testing.
+ SQL DB Design and management.

Languages & Technologies:
.NET (C#, ASP/NET), SQL, CSS3, Windows services,

+ EDUCATION

ENGINEER'S DEGREE, INFORMATICS

2011 - 2016

Universidad de La Laguna

+ CSS3 Diploma + CakePHP Diploma

ANDROID DEVELOPER DIPLOMA

2018 - 2019

Universitat Politécnica de Valencia

LPI ESSENTIALS

2021

Linux Professional Institute

NODEJS

2022

Udemy "Node: De cero a experto"

+ REMARKABLE PERSONAL PROJECTS

Developer **LOREngine**

Owner
A fully Python-based videogame engine (non-graphical) designed to generate procedural game lore and maps. The engine includes complex features like an NPC dialog system, quest management, TDD, and multiprocess design. (Private repository).

Developer **ULAUNCHER-CALENDAR**

Owner
A Python plugin for Ulauncher that integrates Google Calendar and displays upcoming events. https://github.com/Carlosmape/ulauncher-calendar

Developer **SLIMBOOK**

Contributor
A Linux tool to manage Slimbook laptop battery status and compatibility across various

	Linux distributions. https://github.com/slimbook
Developer	**CYLOCK**
Owner	An IoT solution for bicycle theft protection, utilizing Arduino and Java to alert users via smartphone. (Private repository).
Developer	**PACA**
Researcher	Developed artificial vision for a mechanical robot designed to help farmers, using OpenCV and RaspberryPi for real-time object tracking. https://github.com/Carlosmape/TRPI

+ LANGUAGES

Mother language	**Spanish**
Foreign languages	**English**

+ TECHNICAL SKILLS

Operating systems	Linux, Windows, Android
Programming languages	Python, C, C++, C#, Bash, SQL, Java, NodeJS, Ruby
IDE & Tools	NeoVim, Eclipse, Visual Studio
Version Control System	Git (Github, GitLab), SVN (Tortoise SVN)

+ SOFT SKILLS & PERSONAL TRAITS

Proactive & Self-Driven	I am passionate about taking the initiative and continuously learning new techniques and methodologies to stay at the forefront of technology.
Leadership & Mentoring	I enjoy fostering a collaborative team environment and mentoring junior developers to enhance team performance.
Problem-Solving	I excel in identifying and solving complex problems, delivering reliable and scalable solutions.
Adaptable & Sociable	I easily integrate into new teams, adapting to their needs and contributing to a positive work culture.
Curious & Lifelong Learner	My curiosity drives me to constantly seek new challenges, tools, and methodologies to improve my skills.
Effective Communicator	I am a strong communicator, capable of explaining technical concepts to non-technical stakeholders and ensuring alignment within teams.

+ ADDITIONAL SKILLS & HOBBIES

Cybersecurity & Privacy	Passionate about staying informed on the latest trends and best practices in cybersecurity.
Linux Enthusiast	I use Linux as my primary operating system, with a highly customized BSPWM desktop environment
Sports	Calisthenics, cycling, climbing and nature exploration
FOSS Advocate	Strong supporter of Free and Open Source Software (FOSS) and contributing to the community