Carlos Delgado | Software Engineer

Badajoz – Spain

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Summary

Software Engineer with experience in backend development, cloud infrastructures, and modern DevOps practices. Skilled in AWS, containerization, and IaC. Passionate about building scalable and reliable systems, as well as exploring AI, AR/VR, and personal projects in software engineering.

Technical Skills

Cloud: AWS (EC2, ELB, VPC, IAM, Lambda, S3, Route53, CloudWatch, CloudFront), Digital Ocean, Azure

DevOps: EKS, ECR, Terraform, Terragrunt, GitHub Actions, Jenkins, Urban Code, OpenShift, Ansible, Nexus

Languages: Java, C#, Go, Python, HTML, CSS, Bash

Frameworks: Spring Boot, Flask, React, Next.js, Angular

Databases: PostgreSQL, MongoDB, DynamoDB, Neo4J, SQL/NoSQL

Other: REST, SOAP, TCP/UDP, Unity, OpenGL, OpenCV, Git, Jira

Professional Experience

Tymit — **Remote**
Back End Software Engineer — *10/2024 – Present*
- Designed and delivered scalable back-end services using microservices and event-driven architectures.
- Led phased rollouts of complex projects, collaborating with product, design, and analytics teams.
- Improved team practices through code reviews and knowledge sharing sessions.
- Java, Quarkus, PostgreSQL, Liquibase, Terraform, AWS, Jenkins

Orquest — **Remote**
Full Stack Developer — *03/2022 – 10/2024*
- Leading the modernization of infrastructure towards GitOps practices.
- Maintaining and improving infrastructure with AWS, Digital Ocean, New Relic, Zabbix, CloudWatch, Ansible, Kubernetes.
- Developing new features and maintaining existing ones (Java + Spring, Python with AWS Lambdas).
- Analyzing processes of data integration from client systems.

Santander Global Tech — **Madrid, Spain**
Software Developer / DevOps Intern — *09/2020 – 06/2021*
- Developed Drools rules, Flink enrichments, REST and SOAP web services.
- Implemented CI/CD pipelines, managed environment configurations, and software deployments.
- Worked with Java, Spring, OpenShift, Sonarqube, Flink, SQL, Oracle, Kafka, Jenkins.

University of Extremadura — **Cáceres, Spain**
Reinforcement Learning Intern — *02/2020 – 04/2020*
Research internship on machine learning and reinforcement learning.

Homeria Open Solutions — **Cáceres, Spain**
Software Engineer Intern — *02/2019 – 04/2019*
Development internship in software engineering projects.

Education

University of Extremadura — **Cáceres, Spain**
Master in Secondary Education — *09/2021 – 06/2022*

EAE Business School — **Online**
Master in Finance and Big Data — *09/2020 – 06/2021*

Polytechnic School of Cáceres, University of Extremadura　　　　　　　　　**Cáceres, Spain**
B.Sc. in Software Engineering　　　　　　　　　　　　　　　　　　　　　　*06/2016 – 07/2021*

Certifications

2024: Develop generative AI solutions with Azure OpenAI Service

2024: AI-3002: Intelligent Document Processing with Azure AI

2024: AI-3003: Natural Language Processing with Azure AI Language

2021: Microsoft Certified: Azure Fundamentals

Languages

Spanish: Native

English: Intermediate / B2 (Cambridge University)

Volunteering

Scout Group Al-Basharnal - ASDE Scouts de Extremadura　　　　　　**Badajoz, Spain**
Free time monitor and educator　　　　　　　　　　　　　　　　　　　*09/2017 – 12/2020*

Projects

Personal Blog　　　　　　　　　　　　　　　　　　　　　　　　　　　*11/2021*
- Built with Next.js, React, and TypeScript. `https://cdelgadoguiberteau.netlify.app`

Personal Website　　　　　　　　　　　　　　　　　　　　　*04/2020 – 07/2020*
- First contact with cloud technologies using AWS serverless stack (Lambda, S3, DynamoDB, CloudFront, API Gateway).

From The Void - 3D Interactive Scene　　　　　　　　　　　　　*01/2020 – 05/2020*
- Developed a Unity scene with high-detail models, basic AI, Cinemachine cutscenes, and 3rd-person controls.
- `https://tinyurl.com/ftv-cdg`

Achievements

2021: 1391st Position - Google HashCode (Team coding competition)

2020: Samsung Devices x Apps: Implemented Samsung IAP API in 4 Android Apps

2020: 49th Position - Tuenti Challenge 10 (14/20 challenges completed)

2019: 2nd Place - Bobst Challenge, LauzHack (Switzerland): VR + gesture control for machines

2019: 3rd Place - Hack For Good (Cáceres): AR for accessibility in buildings

2018: 2nd Place - Rural Hackathon (Badajoz): AR for monuments visualization

2018: 1st Place - Bobst Challenge, LauzHack (Switzerland): AR for machine visualization

2018: Think Big Award - Hack For Good (Cáceres): Videogames as tools for education