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David Saltares - Full Stack Developer

Full-Stack developer with 8+ years of experience in JS/Python/C++ and passion for automated testing as well as pure, one-way data flow systems.

Experience

Senior Full-Stack Engineer – June 2019 - Present
Aula, Remote

- Full-Stack engineer working on the Core product area: feed, instant messaging, educator content, notifications, search and others.
- Technologies: React, Redux, React-Native, MongoDB, AWS, serverless.

Engineering Team Lead – February 2017 - May 2019
Senior Software Engineer – July 2014 - February 2017
Bloomberg LP, London

- Released a full rewrite of the Bloomberg real-time market monitoring application to the +300K user base.
- Front-end built on a V8/Chromium based platform using ES2015 Javascript.
- Back-end built using microservices in C++11, ES2015 Javascript and Python 3.
- Leading a team of 12 engineers, developed individuals into leadership roles.
- Practising and encouraging automated testing, CI and CD. The client grew from 35% test coverage to 85%, allowing us to release faster and safely.
- Migrated to an easily testable React-like one-way data flow architecture.
- Implemented Scaled Scrum achieving predictable velocity and eased dependency management.
- Developed a relationship of trust with Product and senior management which enabled the team to build software sustainably.
- Active interviewer working with Recruitment to hire at senior and junior levels.
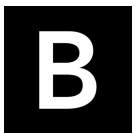
R&D Software Engineer – January 2014 - July 2014
Sony Computer Entertainment Europe, London

- C++ 11 networked multimedia application for retailers' PlayStation 4 consoles.
- Developed Java and Python tools to automate tasks and improve workflows.
- Introduced CI, static code analysis and code review practises.

Games Programmer – February 2012 - January 2014
Crytek UK, Nottingham

- C++ for Homefront Revolution, a high-end, cross-platform action game.
- State of the art AI and animation techniques to implement believable characters for a city simulation.

Web Developer Intern – July 2010 - December 2010
Cadiz University, Spain

- Statistics visualization web application using PHP, JS and PostgreSQL.
- Python metadata ingestion system for the University's digitalised archive into a DSpace repository, a 500K EUR state-funded project.

Education

BSc Computer Science – September 2011 – January 2012

Kingston University, London (Erasmus programme)

Participated in the Inkubator game development lab.

BSc Computer Science – September 2007 – September 2011

Cadiz University, Spain

- Founded the Games Development Society
- Final degree project, IberOgre & Sion Tower, awarded Best Community Project at the 5th Open Source National University Competition.

Projects, talks and publications – some highlights

LibGDX Cross-platform Game Development Cookbook – Packt Publishing 2014

Co-authored and released a book featuring 80 practical articles with runnable sample code that cover every aspect of the game framework.

Talks and Workshops

- Load test your backend services with Locust – Pycon ES 2017 Cáceres.
- LibGDX Cross-platform Game Development – Intel Buzz Workshop 2015 Stockholm.
- Breaking into the Games Industry with Open Source Software – Castilla La Mancha University, Cádiz University and Kingston University.

LibGDX

Core developer of a successful open source desktop/mobile/web 2D/3D game framework. Technologies used include Java, C/C++ and OpenGL.

Ashley

Maintainer of a cross-platform, Java-based open source entity component system.

Languages

- English: C1 certified, full working proficiency.
- Spanish: native.
- Romanian: conversational.