Ángel Pérez

Software Engineer at **Canonical** ↗
Valencia, **Spain**

+34 651 327 256
ap@anpep.co
anpep.co ↗

GOALS

Develop a career in the field of **systems programming** that gives me the opportunity to leverage my potential, **learn** and teach new things every day in a **collaborative** environment that fosters **innovation**.

SKILLS

- **Go**
  Very fresh, intermediate-advanced skills.

- **Linux**
  Very fresh, intermediate-advanced skills.

- **Rust**
  Mostly fresh, basic skills.

- **C/C++**
  Mostly fresh, intermediate-advanced skills.

- Python
  Mostly fresh, intermediate skills.

- Microcontrollers
  Mostly fresh, basic skills.

- C#/.NET and Win32 Desktop Applications
  Rusty, advanced skills.

- Web Development
  Rusty, intermediate skills.

INTERESTS

- **Rust**
  Currently learning on my own free time, and open to it becoming a future career path for me.

- **OpenBSD, FreeBSD and Linux**
  I've used all these in the past. Looking to learn more about ***BSD**, **UNIX®** and **free-software**.

- **Computer Networks and Operating Systems**
  Achieved **top grades** at university in these subjects. Basic knowledge and skills, but willing to learn more and integrate those in my career.

- **Cybersecurity**
  Have previously hunted and responsibly-disclosed **web vulnerabilities**. Basic **reverse-engineering** and **binary exploitation** skills and played CTFs.

EXPERIENCE

- **Software Engineer I**
  Canonical ↗ (Remote)

  2024.01—
  Current

- **Associate Software Engineer**
  Canonical ↗ (Remote)

  2022.07—2023.12
  1 year 6 months

  - Work among industry-leading engineers at the company that develops **Ubuntu**, leveraging deep knowledge about **Linux**, **UEFI**, and **boot loaders**. (**Go, Python, Shell**)

  - Implement features and drive significant code refactors to the Pebble supervisor and service manager, widely deployed in cloud environments. (**Go**)

- **Backend Engineer**
  Connected Health Services ↗ (Paterna, Spain)

  2022.02—2022.06
  5 months

  - Work on the API consumed by third-party healthcare providers. (**Python, AWS**)

  - Develop an internal tool used for troubleshooting to save tens of thousands of dollars in support tickets to the company during my first weeks. (**Python**)

- **Full-stack Engineer**
  Furious Koalas ↗ (Ciudad Real, Spain)

  2020.08—2021.11
  1 year 4 months

TRAININGS

- **Linux Kernel Driver Development** ↗
  Bootlin ↗

  2024.02

  28-hour training that covers the **architecture of the Linux kernel** and how the user-space applications interact with it, the **development of complete device drivers**, exploration of mechanisms like **Device Tree** and bus infrastructures and a diverse set of techniques for **debugging kernel issues**.

■ **Embedded Linux System Development** ↗   2023.04
Bootlin ↗

28-hour training on how to configure, **build**, and use **cross-compilation toolchains**, the **Linux kernel**, and **U-Boot** in **embedded** platforms.

■ **Ultimate Go** ↗   2023.12
Ardan Labs ↗

An advanced training tackling memory, **garbage collection**, data structures, **concurrency** and advanced patterns for writing **thread-safe**, idiomatic **Go**.

■ **Practical Go Foundations** ↗   2023.04
Ardan Labs ↗

4-day introductory course on **Go**, exploring topics like strings, **REST** APIs, error handling, **testing**, sorting and writing an **HTTP** server.

■ **LearnEnglish Select Advanced Level (C1)**   2021.02
British Council ↗

Three-month intensive English course (C1 level) in which I scored 100/100 on the final test.

EDUCATION		
	■ **B.Sc. Computer Science** Universitat Politècnica de València ↗ (Valencia, Spain)	2021—2022
	■ **B.Sc. Computer Science** Universidad de Castilla–La Mancha ↗ (Ciudad Real, Spain)	2018—2021

PROJECTS

• Major contributions to **Pebble** ↗
A **Linux supervisor** and **service manager**, sharing roots with snapd ↗.

• **SpaceCollider** ↗
3D video game in **OpenGL** and **modern C++**.

• **Captain** ↗
High-performance game recorder using **Direct2D/3D** and **MediaFoundation**, before Microsoft rolled their own.

• **rzctl** ↗
Userspace configuration utility for Razer® devices.

• **rzchroma driver** ↗
Kernel driver that exposes Razer® peripheral properties through *sysfs.*

• **SteelSeriesSvc** ↗
Minimal agent for SteelSeries® keyboards on **Windows** that allows changing the keyboard color without using their bloated Electron app.

LANGUAGES

• **Spanish**
Native proficiency

• **English**
Full professional proficiency (C1 level)