

Pablo Ramón Guevara

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Summary

I'm a Computer Engineer from Spain, currently based in Valencia, with a degree from the [University of Alicante](#) (2023). I specialized in computing and have a passion for software engineering and machine learning. I love tackling challenging problems and learning new technologies.

Skills

- **Languages:** Python, Rust, C#, Scala, C, C++, Java, Kotlin, Elixir
- **Tools & Platforms:** Docker, Bash, Kubernetes, Nix, CircleCI, GitHub Actions, Grafana, Prometheus, Unity, AWS, Phoenix, NixOS, TrueNAS SCALE
- **Operating Systems:** Windows, Linux (including NixOS), macOS, Android

Experience

Commercetools

Rust Backend Engineer | Dec 2024 - Present

- Designed and owned an HTTP proxy that introspects GraphQL traffic and intelligently routes requests to backend servers, handling 20% of production traffic.
- Developed git-based pipelines for managing GraphQL schema evolution and federation across services.
- Collaborated on Rust services to enable GraphQL federation infrastructure.

Multimedia Chefs

Software Engineer | 2019 - 2024 | Hybrid, Full-time

- Engineered an autonomous owl nest surveillance system, leveraging Raspberry Pi and solar power to stream live footage to YouTube.
- Developed an AWS-based pipeline for generating automatic timelapses of construction sites using surveillance camera feeds.
- Created a VR application for neurocognitive disorder diagnosis in collaboration with the University of Alicante and Hospital General Universitario de Alicante.
- Utilized technologies such as NixOS, Elixir and Phoenix, Rust, Svelte, and TailwindCSS to enhance multimedia solutions for clients.

Tech4diet

Machine Learning Student | 2023

- Spearheaded a machine learning project to predict future body shapes for weight-loss treatments, utilizing Python, Pandas, scikit-learn, and PyTorch.
- Achieved the highest possible score for this project in the degree final assessment.

Projects

Senas - Medieval Game Digitization

- Developed a web-based adaptation of the medieval Lorquino game of senas in Rust using the Bevy game engine.
- Implemented opponent with custom heuristics and configurable difficulty levels.
- Deployed as WebAssembly on Cloudflare for serverless hosting and global distribution.
- [Featured in La Placeta de Lorca \(January 2026\)](#) for preserving cultural traditions through technology.
- Live at lassenas.es

Autonomous Owl Nest Surveillance

- Designed and implemented a solar-powered system using Raspberry Pi, 4G router, and custom VPN setup to stream live RTSP feeds to YouTube.
- [Featured in News Article](#)

VR-based Neurocognitive Disorder Diagnosis

- Developed a Unity-based VR application for Oculus Quest 2 to assist in diagnosing neurocognitive disorders.
- [Project Details](#)

Reinforcement Learning for Autonomous Driving

- Created a reinforcement learning agent using Proximal Policy Optimization (PPO) and ROS to navigate a simulated car through a circuit.
- Achieved top score in the competition.
- [Demo Video](#)

Future Body Shape Prediction

- Applied machine learning techniques to predict body shape changes during weight-loss treatments.
- [Project Repository](#)

Education

- **Computer Engineering Degree** (High Performance Group, Computing Specialty) | [University of Alicante](#), Spain | 2023
- **Computer Engineering Exchange Program** | [University of Waikato](#), New Zealand | 2019

Additional Information

- **Languages:** Spanish (Native), English (C1, Cambridge FCE), Mandarin Chinese (Beginner)
- **Scouting:** Former scout leader at GS Gilwell, Alicante (4 years)