

Arnau Camarero Liébanes

Front-End Developer • Angular • TypeScript • Java / Spring Boot

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SUMMARY

Front-End Developer specialised in Angular and TypeScript, with 2.5 years at NTT DATA building an internal management platform for the public healthcare sector, now live in 3 hospitals in Catalonia. Full-stack experience with Java / Spring Boot REST APIs and PostgreSQL, plus integration of barcode, RFID and NFC devices. Computer Engineer (UPF), looking for a product team where I can keep growing towards a mid-level role.

EXPERIENCE

Front-End Developer — NTT DATA Europe & Latam

Mar 2024 – Oct 2026

Junior Developer (Sep 2025 – Oct 2026), hired after internship (Mar 2024 – Jun 2025)

Internal management platform for the public healthcare sector, live in 3 hospitals in Catalonia.

- Developed **30+ screens and dynamic forms** in **Angular 14+ / TypeScript** and Angular Material, within a team of ~20 engineers.
- **Built the PDA integration from the ground up**: connected the devices' library for **barcode, RFID and NFC** (patient wristbands) reading and writing to the Android app and Angular front end, and managed the resulting data flow.
- Designed and implemented **80+ master data tables** (schema and data scripts) in **PostgreSQL** within a few weeks, using H2 for local development.
- Implemented **REST endpoints in Java / Spring Boot** and fixed bugs across front end and back end.
- Used **AI-assisted development** tools to speed up delivery, working in iterative development blocks with Jira, Git and GitLab.

PROJECTS

Asbestos Certificate Request Web App — Personal project (pro bono)

Oct 2026 – Present

- Building a web application that collects asbestos certificate requests in Catalonia and delivers them to a small business by email, working directly with the client on requirements and using AI-assisted development (Claude Code).

Final Degree Project — Cooperation Mechanics in Multiplayer Video Games

Grade: 9/10

- Analysed **44 cooperative games** and proposed a taxonomy of 11 subgenres, 3 cooperation types and 21 recurring mechanics.
- Built **3 online multiplayer prototypes in Unity (C#) with Unity Netcode** to validate each cooperation type.
- Ran a **user study with 20 participants** (10 pairs), combining quantitative and qualitative analysis.

Virtual Classroom — JavaScript

- Web app with screen sharing that generates simple exercises and sends them to all students.

SKILLS

- **Front-end**: Angular (14+), TypeScript, JavaScript, HTML5, CSS3, Angular Material
- **Back-end**: Java, Spring Boot, REST APIs, Node.js
- **Databases**: PostgreSQL, H2, SQL
- **Mobile**: Android, barcode / RFID / NFC device integration
- **Tools**: Git, GitLab, Jira, IntelliJ IDEA, VS Code, AI-assisted development (Claude Code)
- **Other**: C#, Unity, Unity Netcode, Python, C/C++

EDUCATION

BSc in Computer Engineering

2019 – 2025

Universitat Pompeu Fabra (UPF), Barcelona

LANGUAGES

Spanish (native) • Catalan (native) • English (B2.2, UPF Languages Certificate – PCCL, 2024)