Carlos Nicolás Andicoberry López

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• Driving licence



PROFILE

Software engineering student (University of Córdoba, Erasmus at Universitatea din Craiova) targeting Junior Software Engineer roles. Full-Stack Developer intern at Eurotransportcar, building internal web tools and REST APIs with JavaScript, PHP, HTML/CSS, Bootstrap and Docker. Strong base in algorithms, data structures and networking, applied in C client–server projects (sockets/TCP), CodinGame and HackerRank challenges and VPS deployments with Docker and n8n.

EDUCATION

2022 – Present

Bachelor's Degree in Software Engineering, University of Córdoba
- Expected graduation: June 2027
- Key courses: Data Structures, Databases, Operating Systems, Computer Networks

2025 – 2026

Erasmus Exchange in Computer Engineering, Universitatea din Craiova
- Key courses: Software Engineering, Web Development

WORK EXPERIENCE

Jul 2026 – Sep 2026

Full-Stack Developer Intern, Eurotransportcar, S.L.
- Developed internal web tools using HTML, JavaScript, CSS, Bootstrap and PHP to support logistics workflows.
- Built REST APIs for CRUD operations that automated route changes and streamlined internal processes.
- Containerised services with Docker to simplify development and deployment during the internship.

SKILLS

Languages	C • C++ • Python • JavaScript • PHP
Web Development	HTML • CSS • Bootstrap • REST APIs
Programming	Algorithms • Data Structures • Object-Oriented Programming
Networking	Sockets • TCP • TCP/IP Model
Tools and Environments	CMake • Docker • n8n • VPS Hosting
Soft Skills	Proactive • Outgoing • Teamwork Experience Gained During My Degree and Internship

PERSONAL PROJECTS

Present

Client-Server Blackjack | C
https://github.com/niclox44/blackJack
- Developed a Blackjack game with client-server communication using sockets and TCP.
- Applied concepts from the TCP/IP layered model.
- Used CMake to build the project.

Present

n8n Deployment on a VPS | Docker

- Installed and deployed an n8n instance on a VPS using Docker.

Present

Algorithms and Programming | CodinGame

- Practised solving algorithmic problems.
- Used classes and data structures in C++.

LANGUAGES

Spanish	Native speaker	English	B2