# **Xavier Del Campo Romero**

### Software engineer

#### **CONTACT**

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#### **SKILLS**

#### **Programming languages:**

- · C
- · C++
- · Bash
- $\cdot$  Python
- $\cdot \, \mathsf{Rust}$
- · WebAssembly

#### *Tools and standards:*

- · CMake
- · GNU
- · POSIX
- · FreeRTOS
- ·Linux
- · NuttX
- · Docker
- ·Qt
- $\cdot$  SQL
- · Git
- · KiCAD

#### Microcontroller families:

- · STM32
- · ESP32
- · AVR
- · STM8

#### Languages:

- · English (Advanced)
- · Spanish (Native)
- · Catalan (Native)

#### **EDUCATION**

#### Universitat Rovira i Virgili

Degree in Electrical Engineering

Tarragona, Spain 09/2010 - 05/2015

#### **OPEN SOURCE**

#### Authored:

- ·slcl
- · libweb
- · NanoWasm

#### Contributed to:

- · Speed Dreams
- ·scc
- · Dillo
- $\cdot \, \mathsf{Dino}$
- · PSXSDK
- · Kristall

Tinkerer, down-to-earth developer and free and open source software advocate. I have collaborated for +10 years with many projects used by thousands of people. High-quality software and excellent teamwork are always my top priorities.

#### **RELEVANT WORK EXPERIENCE**

## Midokura, Barcelona, Spain

09/2021 - 08/2025

Japanese Sony subsidiary with 50+ employees dedicated to AI and Edge computing.

### Senior Software Engineer

I was part of a specialised team of 10+ developers with vast knowledge in embedded systems, compilers, kernels and communication protocols. Our mission was to build the low-level runtime for AITRIOS $^{\text{TM}}$ , Sony's edge AI sensing platform for vision applications.

- Designed and wrote a solution that enabled inter-device communications with only a 8 KiB footprint, a 10x reduction in size over previous solutions.
- Encouraged the use of my own HTTP server library, libweb, to enable more complex integration tests that uncovered several bugs.
- Found and fixed several design flaws in the runtime, reducing CPU usage between 20% and 80%, while also fixing several long-standing flaky tests.
- Found an undocumented, hard-to-reproduce regression in NuttX that required bisecting over 600 commits.

# Orain Technologies, Rubí, Spain

02/2020 - 04/2021

Startup with 25+ employees and +22K customers in Europe dedicated to payment solutions.

### Software Engineer

Our mission was to enable vending machines out in the field with Bluetooth, using the end user's smartphone as the gateway to a cloud service where operators subscribed to for targeted advertising, promotion campaigns and inventory tracking.

- Replaced the older, weaker encryption scheme with robust, end-to-end encryption between the device and the cloud service.
- Designed a new board based on the ESP32 microcontroller that reduced costs over 70%.
- Refactored and removed software bloat, with a 40% reduction in size.
- Implemented a TCP/IP server on several testing machines with a real-time plotter on the desktop, drastically improving productivity.

# **E.G.O.**, Lliçà de Vall, Spain

11/2015 - 08/2019

Germany-based international company with 650+ employees and 640M\$ in revenue.

# Key Reference Engineer 2018-2019

Software Engineer 2015-2018

My mission was to lead a software team specialized in industrial and household refrigerators and guide teams with in-depth, specific knowledge about the final application.

- Secured the success of a new +10M\$ project, personally credited to our team by our customer.
- Designed and implemented several desktop tools that replaced otherwise manual work, improving productivity and customer satisfaction.
- Designed and implemented a robust and efficient Bluetooth-enabled solution from the ground up.