

Álvaro Gutiérrez García

Software Engineer | Generative AI, AI Agents & Automation | AI Applied to Sport

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PROFESSIONAL SUMMARY

Software engineer with 2+ years of full-stack experience (.NET, C#, Angular, SQL Server) on a business-critical production application, specialising in generative AI, LLMs and human-in-the-loop AI agents. Master's in Big Data and Artificial Intelligence Applied to Sport, with a thesis built together with Gloouds (football scouting): natural-language search over player data powered by LLMs. Freelance full-stack experience (React, TypeScript, Stripe) delivering a live payment system in production. Nine years as an FAB-certified basketball coach: leadership, communication and decision-making under pressure. Looking to contribute to teams building products at the intersection of software engineering, AI and sport.

WORK EXPERIENCE

Software Engineer

Mar 2024 – Present

ICCA S.L. (*Engineering and Consulting for Automatic Control*)

Córdoba, Spain

- Full-stack development and maintenance (.NET, C#, Angular, SQL Server) of a business-critical production application for case-file and field-work management, as part of a re-engineering project.
- Functional analysis and documentation of complex business rules (solution design, epics and change requests) with cross-functional teams, following Agile (Scrum).
- Data integration between enterprise systems through APIs and T-SQL: integration tables, functions and bulk data updates.
- Introduced AI agents (LLMs) into the development lifecycle to plan, write and test code, with mandatory human review before anything reaches production.
- Built solutions using Python, Machine Learning, Computer Vision and LLMs.
- End-user technical support: incident and ticket resolution; version control with Git.

Full-Stack Developer (Freelance)

Jul 2026 – Present

Beta Center — *boutique sports centre*

Córdoba, Spain

- Designed, built and deployed the company website and an online enrolment system with integrated payments (React, TypeScript, Vite, TanStack Start, Tailwind CSS, Vercel), live in production processing real payments: betacenter.es.
- Stripe Checkout integration (idempotent webhooks, 3D Secure authentication, session expiry) and integration with the client's CRM (TIMP).
- Direct client management: requirements gathering, quotes, change prioritisation and iterative delivery against fixed deadlines.

SEO Content Writer

Mar 2023 – Jul 2025

AnalistasPadel.com — digital padel media outlet

- Wrote 5 SEO-optimised articles per week (research, structure and on-page optimisation), contributing to the outlet's organic traffic growth.

Basketball Coach (FAB Level 0 Certified)

Sep 2017 – May 2026

Club Baloncesto Alcolea — Escuela Deportiva Alcolea

Alcolea, Córdoba

- Coached young players over 9 seasons: session design, group management, real-time decision-making and support with the club's sports management and planning.

PROJECTS

Gloouds — Natural-language search over football player data (Master's thesis)

2025 – 2026

Python · LLMs (OpenAI GPT-4o-mini) · SQL · Generative AI

- Natural-language querying of player data for a real scouting platform, developed in collaboration with the company.
- Designed a 'Parameter Extractor' pattern replacing text-to-SQL for security reasons: the LLM extracts parameters and the query runs in a controlled way.

Fantasy Engine — Decision engine for fantasy football

2026 – In progress

Python · Pydantic v2 · asyncio · LLMs (Gemini, Anthropic, OpenAI) · Tool calling · Railway

- Deterministic engines (transfer market, tactics, line-up optimiser) with an LLM-based conversational assistant using tool calling; core design rule: the LLM writes, it never calculates. Provider-agnostic LLM architecture.

CineMatch and other personal projects

2026

Next.js · TypeScript · Supabase (PostgreSQL) · Tailwind CSS · Vercel · Astro

- CineMatch: mobile-first shared-swipe app to decide what to watch as a group, with real-time rooms and a catalogue powered by the TMDb API.
- Personal portfolio (Astro) and a web app for a friends' challenge (Supabase, Vercel), built with agentic AI workflows (Claude Code).

EDUCATION

Master's in Big Data and Artificial Intelligence Applied to Sport

Sep 2025 – Aug 2026

Sports Data Campus · UCAM Catholic University of Murcia · OLOCIP

- Completed thesis on generative AI in collaboration with Gloouds. Coursework on computer vision for sports analysis and AI business cases in the sports industry.

Bachelor's Degree in Computer Engineering

2020 – 2024

University of Córdoba (UCO), Spain

- GPA above 8/10. Erasmus+ exchange at Opole University of Technology (Politechnika Opolska), Poland, 2022/2023. Member of the Free Software Club (Aula de Software Libre).

Digitalisation, Innovation and Technology in the Sports Ecosystem

Mar 2025 – Jul 2025

Rey Juan Carlos University (URJC)

TECHNICAL SKILLS

Languages: C#, Python, TypeScript, JavaScript, SQL (T-SQL), C/C++, Solidity

Frameworks: .NET, Angular, React, Next.js, Astro, Tailwind CSS, Pydantic

AI & Data: Generative AI, LLMs, AI agents, tool calling, prompt engineering, Human-in-the-Loop, Machine Learning, Computer Vision, Pandas, NumPy, Scikit-learn, TensorFlow, neural networks, Big Data, Sports Analytics

Databases: SQL Server, MySQL, PostgreSQL (Supabase)

Tools & Cloud: Git, GitHub, Claude Code, n8n, Postman, Stripe, Vercel, Railway, REST APIs

Methodologies: Scrum, Kanban, functional analysis, CI/CD, iterative development

LANGUAGES

Spanish: native · English: C1 (Cambridge) · French: intermediate (conversational)