Lucas Menéndez Sánchez

Born in **Madrid** (Spain) **in 1995**, I started **Computer Science Engineering** at Universidad Carlos III, even though I did not finish the last course. Since I was very young I was interested in technologies, computers and homebrewing, soon I started to develop in Lua for my PSP.

I am an **innovation engineer with more than 7 years of experience** in the IT sector, interested in **innovation, data privacy and blockchain projects**. I love developing **Go and JavaScript**, but I have also worked with **many other languages, stacks and technologies**. I feel comfortable in environments of high uncertainty, where innovation is a differential value. Always concerned about the quality and the appropriateness of my work, team's work and teamwork.

- [lucasmenendez (Lucas Menéndez) · GitHub](#)
- [Lucas Menéndez - BBVA Next Technologies Blog](#)
- [Lucas Menéndez – Medium](#)

Previous experience

2021-: Technical Leader
Satoin

Satoin is a **platform to detect frauds** over any created **ERC20 based tokens over Ethereum Blockchain**. It is a personal side project that is currently a work in progress developed with two old schoolmates from the financial and legal sectors.

- Designing and defining the value proposition,monetization, audience and roadmap of the platform with my teammates.
- Defining and developing the platform architecture and interfaces, including services and interfaces.
- Maintaining the platform infrastructure and services.

Using languages like NodeJS and Go and technologies like Geth, Grafana or Docker.

2020-2022: Innovation PoC Expert
BBVA Next Technologies

My role included **data and privacy related problems and use case analysis**, searching for emerging technologies and implementation prototypes, using a **hypothesis-experiment based methodology**.

- Surveys of trends, challenges and emerging technologies.
- State of Art and key player identification.
- Hypothesis statement and experiment design.
- Implementation of experiments and prototypes.
- Extraction and presentation of results and conclusions.
- Relationship management with external partners and collaborators.

My work focused on **Data Mesh**, and especially **Federated Computing** and **Privacy Enhanced Technologies**.

2020-2022: Frontend Engineer
DearDoc

A side project to design and develop a **use statistics panel for a medical assistant chatbot** for third party clients of DearDoc, a USA based company that offers SAAS products for medical clinics.

- Gathering of requirements and designing of features based on client dialog.
- Designing and developing of the frontend using AWS Amplify framework.
- Developing serverless functions to ensure the interoperability with other client services.
- Relationship management with the client, proposing new features and evolutions.

2018-2020: Innovation researcher
BBVA Next Technologies

Designing and developing prototypes according to technological trends with future application on BBVA like:

- **Blockchain**: Value proposition identification and future uses cases analysis developing prototypes over Ethereum and Hyperledger Fabric, using Go and Solidity as main technologies.
- **Human-Computer Interactions**: Studying user interaction with multimodals systems and how that interaction travels between devices leveraging each interface for specific use cases. Also developing prototypes with NodeJS, JavaScript or Kotlin (Android) in multiple platforms (like Google or Amazon), devices (Mobile, Desktop or Virtual Assistants) and interfaces (text, visual, voice, …).
- **Machine Learning**: Research and analysis of the origin, presence and mitigation of bias on IA models.
- **Distributed Systems**: Analysis of trends, challenges, use cases, key players and related technologies, focusing on Distributed Web, Complex Event Processing and Edge Computing.

2017-2018: Product development
TheJuice (BBVA Next Technologies)

Designing and developing a **NLP product as the technology leader** of an **intra-entrepreneurship project** (TheJuice), focused on helping teachers and educators to **create engaging and interactive content** for their students **in an easy and intuitive way** under human supervised way.

- Technical design and full development of the infrastructure and products proposed.
- Contributions to the community by developing up to four Open Source libraries focused on NLP tasks.
- Lean Product methodology based, taking prototypes to early users and entrepreneurship events.

Using technologies such as Go, Python, NodeJS, JavaScript, MongoDB, SQLite or Docker.

2016-2017: Full-stack developer of Design Lab
BBVA Next Technologies Labs

Developing MVP's and fast prototypes researching about **product design testing trend technologies** using **Lean Product methodology**. We were part of the innovation Labs of Beeva*, with our teammates from the Research Lab (focused on Advanced Machine Learning) and Radical Lab (focused on crazy ideas using new interfaces).

- Technical design and full development of prototypes and MVP's.
- Technical support to other Labs to fast prototyping.
- Lean Product methodology based, taking prototypes to early users.

Using technologies such as Python, NodeJS, JavaScript, MongoDB, SQLite and AWS.

2015-2016: Frontend developer
DoersDf

Frontend developer at DoersDf. Responsible for projects with external clients such as **San Miguel website** (developing full customized wordpress template) **and marketing platform** to easily create and manage ruffles and promos, or and **hybrid app and dashboard for LQDVI**. Also with internal projects such a **fingerprint based system for working hours registration** using a Raspberry Pi.

Using technologies like PHP 5, JavaScript, Python, NodeJS, Objective C o MongoDB.

Side Projects

- [MyKeys.live](): Simple web app to manage collections of passwords as bookmarks. It transforms your encrypted passwords into a long url that you can add to bookmarks to open it later or share with your friends.
- [Elementum.js](): The simplest tiny framework to work with vanilla WebComponents. Vue.js inspired syntax. Includes four subprojects.
- [SelectionArea](): Simple JavaScript selection area to any DOM container element.
- [GoP2P](): Simple Peer-to-Peer protocol implementation in pure Go.
- [GoPaillier](): Simple homomorphic encryption based on Paillier cryptosystem implementation in Go. Supports floating point numbers, addition, subtraction, multiplication and division.
- [GoPSI](): Simple Private Set Intersection implemented in pure Go. It uses the SRA algorithm as encryption scheme and Bloom Filters to perform set intersection.
- [Gopio](): Simple Golang GPIO API.