Enric Planas Mulet

Software Engineer in Barcelona

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I build software from the problem to people's hands: launch tracking for Europe's Spaceport at Celeres, and products of my own used by 3,000+ people a month. I use AI to build fast, and review every line to the standard of software that launches rockets.

Experience

Celeres (formerly GTD Systems)
Software Engineer, Guiana Space Centre control system Sep 2024 – Present

- Design and build launch tracking for the Guiana Space Centre's new control system: the software behind the radar and telemetry stations that follow each launch worldwide.
- Took a subsystem from UML architecture to its implementation in C++ and Python, on Linux.
- Sole engineer sent to CNES in Toulouse to integrate it with the client.

Software Engineer, SALTO reusable rocket Mar 2024 – Sep 2024

- Built the real-time C++ control software for the erector of SALTO, Europe's reusable rocket: PLC and Raspberry Pi I/O driving its hydraulic actuators.
- Sole engineer sent to MT Aerospace in Augsburg to integrate it with the hardware.

Independent
Founder, product design and engineering Sep 2025 – Present

- Design, build and run four products of my own, used by 3,000+ people a month:
  - **Spare Minute**: a macOS and Windows app, on both stores, that turns an AI agent's wait into exercise.
  - **Blito**: an iOS app that splits the bill from a photo of the receipt, read by AI.
  - **StandCycle**: a standing-desk web app that only starts the clock once you are up.
  - **Veild**: a Chrome extension that keeps the secrets in code from reaching AI models.
- **Launch Control Concept**: Europe's Spaceport in real-time 3D, from countdown to liftoff, with range safety and telemetry designed to control-room standards, on public data.

Spark
Founder and machine learning engineer Dec 2022 – Sep 2024

- Built an ML system that predicts free street parking, saving drivers time and money and reducing emissions.
- Turned the City of Melbourne's parking-sensor data into a random forest model (R^2 0.92), served by Python and Java services on AWS to an iOS and Android app.

DiStudio
Co-founder and game developer Sep 2021 – Sep 2023

- Founded an indie studio with classmates to release our degree's major games, and co-led two of them in Unity, Yokai: Found Tapes and ZONE ZERO, from design to code.

Skills

Critical systems: C++, Python, real-time control, PLC, Linux, MongoDB, UML architecture
Product engineering: TypeScript, React, React Native, Next.js, Node.js, Swift, Supabase, PostgreSQL, AWS
AI and ML: Machine learning (scikit-learn), LLM integration, AI coding agents
Design: UI and UX design, interaction design, real-time 3D (three.js, WebGL, GLSL), Unity
Languages: Catalan and Spanish (native), English (advanced, C1), French (basic, A2)

Education

TecnoCampus, Universitat Pompeu Fabra
Double Bachelor's degree in Computer Engineering and in Video Game Design and Production 2019 – 2024

- Final project: Spark, machine learning for street parking, graded Excellent.

Certifications

Green Software for Practitioners, The Linux Foundation 2025
First Certificate in English, Cambridge English 2018