


Alberto García-Muñoz

iOS Architect

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 AlbGarciam

 Madrid (Spain)

"I'm a passionate of the mobile development who wants to never stop learning and experimenting."

"I love challenges and understand the source of the problems instead of applying the faster and easier solution to them"

Job Experience

iOS Architect @ Openbank (Nov 2019 - Present)

iOS Architect since Aug 2021: Defining the architecture for a multi-bank application. The application is based on multiple frameworks that can serve for several banks at the same time.

Senior iOS developer until Aug 2021: Developing onboarding and common modules for a multi-bank application. As part of the flow, OCR modules have been implemented to retrieve user's personal information.

iOS Developer @ Vodafone (May 2018 - Nov 2019)

Developing billing flows on Mi Vodafone app and several commercial flows. Working on the integration of API rest services and push notification services.

iOS Developer @ Mirada PLC (Sep 2017 - May 2018)

Developing the application for an OTT streaming platform working with multiple streaming protocols like HLS and MPEG-Dash along with several DRM protections.

Mobile Developer @ NexStreaming (Jan 2017 - Sep 2017)

Developing video player and immersive 360 navigation algorithms for large screen platforms. Working with multiple streaming protocols like HLS and MPEG-Dash along with several DRM protections.

Analyst @ Management Solutions (Sep 2016 - Jan 2017)

Bonds forward models evaluation for one of the main banks on Spain

Researcher @ UC3M (Sep 2015 - Jul 2016)

Validation, design and implementation of models for the analysis of the credibility of the information from social sources

Android Developer @ Aplicaciones (Jun 2015 - Sep 2015)

Development of indoor positioning systems based on electromagnetic fields

Education

Mobile Development Bootcamp @ Keepcoding (Dec 2018 - Dec 2019)

Advanced iOS Development (Swift), Advanced Android Development (Kotlin), Git, Backend with Node.js, React, React Native, Mongo DB, DevOps.

Bachelor's degree in Telecommunications technologies engineering @ UC3M

(Sep 2012 - Jul 2016)

GPA:3.24(Top of the class 2016)

Final thesis: Simulation of crowd-sensing scenarios for the analysis of the credibility of the information from social sources

Personal Projects

Simulation of crowd-sensing scenarios for the analysis of the credibility of the information from social sources (2015 - 2016)

This project applies machine learning techniques to classify the information posted on social networks according its credibility. It is programmed on python and uses SKLearn as machine learning tools

Nalu (2017 - present)

A new way of sharing music on iOS devices, it uses bluetooth to create a p2p network. This network is going to be used to share ephemeral music sessions. It implements technologies such as: Bluetooth LE, AppClips, widgets, audio playback.

Skills



- Swift
- Objective-C



- Node JS
- EC2



- Bash
- Python
- Carthage
- SPM



Spanish - Mother tongue
English

- Speaking: Fluent
- Reading: Fluent
- Writing: Fluent



- Java
- Kotlin



- React