

Alberto García-Muñoz

iOS Architect



Website

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Location

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

Work Experience

11/19 - Today

Openbank

iOS Architect (09/21-Today)

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 (11/19-09/21)

Developing and leading 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.

05/18 - 11/19

Vodafone Spain

iOS Developer

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

09/17 - 05/15

Mirada PLC

iOS Developer

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

01/17 - 09/17

NexStreaming

Mobile Developer

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.

09/16 - 01/17

Management Solutions

Analyst

Analysing bonds forward models for BBVA Spain

Work Experience

09/15 - 06/16
UC3M

Researcher

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

06/15 - 09/15
Aplicaciones

Android Developer

Development of indoor positioning systems based on electromagnetic fields

Education Experience

12/18 - 12/19
Keepcoding

Mobile Development Bootcamp

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

09/12 - 07/16
UC3M

Bachelor's degree in Telecommunications technologies engineering

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

2022 - Today
iOS

Lost

iOS/macOS game developed using SceneKit and SwiftUI

2022 - Today
iOS

Pacer

watchOS/iOS application meant to help you on improving your running performance. It uses HealthKit, CoreData, SwiftUI and Charts

2017 - Today
iOS

Nalu

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.

2015
Big Data

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

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

Personal Skills

Front End Languages	Swift Proffesional	Obj-C Proffesional	Kotlin Mid level	JavaScript Mid level
Scripting Languages	Python Proffesional	Bash Proffesional		
Frameworks	UIKit Proffesional	SwiftUI Proffesional	Combine Proffesional	ReactJS Mid level
Spoken Languages	Spanish Native	English Proffesional		