

# Álvaro Brey Vilas

## SOFTWARE ENGINEER

### CONTACT

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Location Santiago de Compostela, Spain

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### ABOUT ME

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I am a software engineer from Santiago de Compostela, Spain. I am passionate about automation and clean code.

I love trying new techniques and technologies; I am quick to learn the basics of new tools and gradually build proficiency in them. With a generalist background, I have been developing Android since 2016 and it is where I feel most comfortable.

I am also an open-source enthusiast with various published repositories and contributions to many public projects.

### EXPERIENCES

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#### 2023 - Present **SENIOR ANDROID ENGINEER**

**Cabify** Senior Android Engineer at Cabify, multi-mobility platform for people and parcels. Work on the main Rider public app, with millions of active users. Includes new feature development, maintenance and release management. Frequent contributor to process improvements, CI, and code sharing.

Key technologies: Android SDK, Compose, Kotlin, Bash, Gitlab CI

#### 2021 - 2023 **ANDROID ENGINEER**

**Nextcloud GmbH** Android engineer at Nextcloud, a self-hosted, open-source file storage, sharing and productivity platform. Work on [the main Nextcloud app](#) for file management and sync on Android; additional work on the Nextcloud Talk chat and videocall app.

Co-lead efforts to align app architecture and share code and config between different apps, with the intent to deduplicate efforts and facilitate cross-team work.

Key technologies: Android SDK, Kotlin, Java, Bash

#### 2018 - 2021 **DEVOPS / ANDROID ENGINEER**

**Imagames Gamification Services** Infrastructure and deployment management, monitoring and automation. Responsible for proposing and carrying out several extensive upgrades to development processes and infrastructure management, including containerization, automation and CI.

Android development for client apps, developing new features and maintaining several existing apps, and improving development experience and build times.

VueJS Frontend for admin dashboards and public applications.

Key technologies: Docker+Python+Bash, Android + Kotlin + Java, VueJS + Typescript

## 2016 - 2018 **ANDROID DEVELOPER**

CITIUS, University of Santiago de Compostela Android development, and occasional development on related projects. Research in medication adherence and mHealth. Main project: [Calendula](#), an open-source medication self-management Android app.

Key technologies: Android SDK, Java, Kotlin, Python, NodeJS

## 2015-2017 **ANDROID ROM DEVELOPER**

Personal project Development and maintenance of open-source CyanogenMOD (later LineageOS) Android ROMs for Android devices, including system internals, kernels and applications.

Intensive usage of Git and code review systems.

Key technologies: Android, Java, C, Shell

## EDUCATION

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### 2017- 2019 **MASTER'S DEGREE IN ARTIFICIAL INTELLIGENCE RESEARCH**

AEPIA/UIMP Education in machine learning, artificial intelligence, statistics and data analysis, and introduction to scientific research.

Degree imparted by the Spanish Association for Artificial Intelligence (AEPIA) and managed by the Menéndez Pelayo International University (UIMP).

### **DEGREE IN COMPUTER SCIENCE**

2012 - 2016 Advanced education related to computer science, including but not limited to: software programming and design, systems engineering and systems administration.

University of Santiago de Compostela End of Degree Project defense on September 2016, with title "Java Implementation of QRS clustering algorithm". Adaptation of an existing signal processing algorithm for its deployment on Android devices.

## IT SKILLS

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Source languages **Kotlin, Python, Shell**, TypeScript, Java, Scala, Javascript

Tools and frameworks **Android SDK, Gradle**, VueJS, NuxtJS

DevOps **Docker, Git, Ansible, Github Actions**, Gitlab CI, Terraform, SaltStack, Kubernetes

## Languages

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Native Spanish, Galician

Foreign English (Full professional proficiency)

## OTHER SKILLS AND HOBBIES

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3D CAD (Fusion360, OpenSCAD) and 3D printing.

Home automation via Home Assistant.

Basic skills in image editing, both bitmap (GIMP) and vector (InkScape).

LaTeX, Rmarkdown.