Álvaro Brey Vilas

SOFTWARE ENGINEER

CONTACT

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ABOUT ME

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

2021 - Present
Nextcloud GmbH

ANDROID ENGINEER

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
Imagames Gamification Services

DEVOPS ENGINEER / FRONT END DEVELOPER

VueJS Frontend for admin dashboards and public applications. Infrastructure management, monitoring and automation.

Responsible for proposing and carrying out several extensive upgrades to development processes and infrastructure management, including containerization and automation.

Additional tasks in Android apps, building new features and maintaining existing code.

Key technologies: Docker, VueJs+TypeScript, Python+Ansible, Kubernetes

2016 - 2018
CiTIUS, University of Santiago de Compostela

ANDROID DEVELOPER

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, Kotlin, Python, NodeJS

2015-2017
Personal project

ANDROID ROM DEVELOPER

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

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.

COURSES

2017	**FUNCTIONAL PROGRAMMING IN SCALA**
EPFL (Coursera)	Course imparted by prof. Martin Odersky, designer of Scala, that serves as both a introduction to the Scala language and some functional programming concepts.
2017	**MACHINE LEARNING**
Stanford University (Coursera)	Machine Learning course imparted by prof. Andrew Ng of Stanford University on Coursera. Both theoretical and practical assignments on neural networks, SVMs and other fundamental Machine Learning algorithms and related skills.

IT SKILLS

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

Native	Spanish, Galician
Foreign	English (Full professional proficiency)

OTHER SKILLS AND HOBBIES

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.