Ignacio Ferrer Sanz

Mobile & Front-end Developer

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Profile

- Accomplished Software Developer well-versed in creating native and hybrid applications for Android and iOS platforms with good knowledge of various programming languages and frameworks.
- o IT student interested in innovative software solutions with great passion for writing clean and open code.

Work Experience

May 2020 Mobile Developer at DEVELAPPS, Valencia, Spain.

- to PRESENT o Developing native Android apps with Kotlin, Model-View-ViewModel, Jetpack, Retrofit, AndroidX, Glide, Room...
 - o Creating cross-platform apps with Flutter, BLoC pattern, Dio, RxDart, Provider...
 - Feb 2016 Junior Android Developer at Sportmaniacs, Valencia, Spain.
 - to Sep 2016 O Worked with Model View Presenter, Retrofit, UnitTesting, ButterKnife, RxJava...
 - o Created UI tests with Expresso and Mockito runned in a Jenkins server.

Education

2016 Bachelor's Degree in Informatics Engineering

to PRESENT Universidad Politécnica de Valencia (UPV), Valencia, Spain

2020 Mobile Applications, Erasmus+ program, University of Applied Sciences, Oulu, Finland

2014 to 2016 Higher Technician in Multi-platform Applications Development, Florida Universitaria, Catarroja, Spain

Skills

- o Programming Languages: Kotlin, Java, Javascript, NodeJS, SQL, C#, Swift, RESTful, JSON, XML, markup languages including HTML, R Markdown and LATEX.
- Tools and Technologies: Android SDK & NDK, Andoid Studio, Docker, Flutter, Cordova, Unit Testing, XCode, Visual Studio, Eclipse and Vim.
- o VCS: Git.
- o Methodologies: Test Driven Development and SCRUM.
- o Operating Systems: Windows, Arch Linux, MacOS X, Ubuntu, iOS and Android.
- Languages: Spanish (Native), English (Upper Intermediate B2), Catalan (Proficient).