

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.
- 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
- Developing native Android apps with Kotlin, Model-View-ViewModel, Jetpack, Retrofit, AndroidX, Glide, Room...
 - Creating cross-platform apps with Flutter, BLoC & Cubit pattern, Dio, RxDart, Provider...

Feb 2016 **Junior Android Developer at Sportmaniacs**, Valencia, Spain.

- to Sep 2016
- Worked with Model View Presenter, Retrofit, UnitTesting, ButterKnife, RxJava...
 - Created UI tests with Espresso 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

- **Programming Languages:** Kotlin, Dart, Java, C#, Javascript & Typescript, SQL, Bash, JSON, XML, HTML, Markdown and \LaTeX .
- **Tools and Technologies:** Android SDK, Flutter, NodeJS, Angular, Cordova, Docker, Unit Testing, Restful, Andoid Studio, Visual Studio, XCode, Eclipse and Vim.
- **VCS:** Git.
- **Methodologies:** MVVM & MVP architecture, Test Driven Development and SCRUM.
- **Operating Systems:** Arch Linux, MacOS X, Windows, Raspbian, Android and iOS.
- **CI:** Jenkins.
- **Languages:** Spanish (*Native*), English (*Upper Intermediate - B2*), Catalan (*Proficient*).