Rubén Naranjo Izquierdo

Location 📍 London (United Kingdom)

Email ✉ ruben@naran.io

Website 🔗 naran.io

WORK EXPERIENCE

Unit Manager
10/2014 – Present
Amadeus Services Limited
London – United Kingdom

Unit Manager of 3 different software development teams in the digital eCommerce department of Amadeus.
I provide technical leadership in the areas covered by the different teams: web frontend, java backend and native iOS applications.
I have managed more than 25 people in teams ranging from 7 to 15 engineers with different roles: developers, product analysts, usability (UX) experts and quality engineers. I follow up the career development and performance of each individual, manage external communication, handle conflicts and make sure the team engagement and motivation are kept high while deliveries are made on time and with good quality.

Interim Senior Manager
07/2018 – 12/2018
Amadeus Services Limited
London – United Kingdom

Interim Senior Manager of the London Digital department composed of 30 people grouped in three teams.
As part of the role, I was leading the Self-Service Check-In (SSCI) tribe, so I was responsible for the deliveries, evolutions, maintenance and innovation of all SSCI products (kiosk, web, mobile and auto check-in). I supervised the various entities working on the SSCI tribe across sites (London, Nice, Sydney and Boston), ensuring there was an aligned vision, a smooth collaboration and a correct budget allocation.

Component Team Leader
01/2016 – 12/2017
Amadeus Services Limited
London – United Kingdom

Leader of the eRetail UIs Component Team composed of more than 30 developers working in 3 different countries and for 4 different tribes.
My role as component leader involved several responsibilities:
- Define the long-term vision of the Amadeus standard e-Retail UIs.
- Release relevant architectural updates and tools.
- Define methodologies and processes to ensure good quality.
- Ramp-up new developers and engage existing ones in common methodologies.
- Ensure that appropriate communication flows between tribes.
- Coordinate the production support of the eRetail UIs.

Product Owner
11/2013 – 09/2014
Amadeus Services Limited
London – United Kingdom

Scrum Product Owner for the development of the purchase page of the new standard UI for the Amadeus e-Retail product (B2C solution for airlines).
The role involved multi-site collaboration as well the pilot implementation of the Scrum methodology within the Amadeus e-Commerce organisation.

Senior Software Engineer
12/2011 – 10/2013
Amadeus SAS
Sophia Antipolis - France

Senior software engineer in Amadeus SAS collaborating in the management and coordination of the payment solutions for Southwest, Korean Airlines, Asiana and Japan Airlines projects.
As payment coordinator of the different projects, I handled tasks such as analysis and feasibility study of client requirements, customer workshops, design and sizing of technical solutions, dependency and risk analysis, resource management and coordination and collaboration with product and project managers.

Software Engineer
04/2007 – 11/2011
Amadeus SAS/GFI
Sophia Antipolis - France

Software engineer in Amadeus SAS developing payment solutions for important airlines such as Luftansa, Qantas, BMI, TAM or SAS.
These payment solutions included projects such as 3D Secure, instalments, payment with two credit cards, miles and cash, promotion codes, external payment, etc…
Involved in most of the phases of the project life cycle under the CMMI (level 2) process: requirement collection, project sizing, functional specifications, project development (J2EE), technical specifications, testing, maintenance and management tasks such as inter-team communication and synchronization.

GRANTS

11/2005 - 12/2006 Universidad Politécnica Madrid - Spain	Research grant at the Universidad Politécnica de Madrid: - Development of ZenFlow: a BPEL development environment for visual composition of BPEL processes. Later released by Bull (BSOA orchestra). - Development of a reflective and distributed BPEL engine. - Development of a WS-CAF (Web Services Composite Application Framework) compliant implementation on the frame of the S4All EUREKA/ITEA project. - Collaboration in the Semeasy EUREKA/ITEA project integrating a BPEL engine with semantic requests.

EDUCATION

2014	Professional Scrum Product Owner I. Scrum.org. London (United Kingdom).
2014	Professional Scrum Master I. Scrum.org. London (United Kingdom).
2008	Sun Certified Programmer for the Java™ 2 Platform, Standard Edition 5.0. Sophia Antipolis (France).
1999-2006	Master's Degree in Computer Science. Universidad Politécnica de Madrid (Spain). Master Thesis: Reflexive and decentralized execution engine for Web Service orchestration with BPEL4WS.

LANGUAGES

Spanish (mother tongue), English (fluent) and French (fluent).

SKILLS AND COMPETENCES

Department Management	- Able to provide a vision and turn it into realistic objectives. - Experience on providing solid strategies with realistic budget. - Department organization.
People Management	- Performance management (objective setting and appraisals). - Talent development (coaching) and attraction (hiring). - Conflict management. - Keeping a high team engagement and a clear identity. - Monitoring of team performance and quality of deliveries.
Project Management	- Experience in project sizing, resource coordination and action planning. - Wide experience at project analysis and functional specifications. - Experience with agile methodologies (Scrum and Kanban).
Technologies	- Wide experience with Java programming language. - Experience with J2EE, Web Services (XML, SOAP, BPEL4WS) and RESTful micro-services. - Knowledge of web development (HTML, CSS, JavaScript, Angular). - Knowledge of other languages and frameworks such as iOS development (Swift), C or C++.
Personal skills	- Good and timely decision maker, using all relevant data, considering all impacts and involving key parties when needed. - Good analytical skills with attention to detail. - Easiness for team working in international environments.