

Noel De Martin Fullstack Developer

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Work History

(Psst, if you like blog posts, I wrote one about the first 10 years of my career: 10 Years as a Software Developer)



January 2025 - now

- Creating a JavaScript framework to make interoperable local-first applications.
- Designed and implemented multiple apps, see <u>Umai</u>, <u>Media Kraken</u>, and <u>Focus</u>.
- Talked about my work at various conferences, see my talk recordings and slides.

Technologies: VueJS, TailwindCSS, Laravel, CRDTs, RDF.



Side Projects noeldemartin.com/projects

2014 - now

I'm always exploring new technologies and learning with side projects. You can learn more about them in my website, but here's some highlights:

- Worked on the complete lifecycle of products, from inception to release. Such as a service to send printed postcards from an app, or various mobile games.
- Created and maintained an Active Record library for the Solid Protocol.
- Completed freelance work for multiple clients over the years. I've built corporate websites, mobile apps, backend services, internal tools, etc.

Technologies: VueJS, Laravel, MySQL, MongoDB, Ionic Framework (Android & iOS), Cordova, Android, Tailwind CSS, Docker.



4 years, 9 months (November 2019 – July 2024)

Remote & Barcelona (Spain)

- Worked on the Moodle App, an Open Source app with millions of daily active users.
- Worked on accessibility to achieve various WCAG 2.1AA accreditations.
- Lead the development of the <u>Apps Portal</u>, a billing platform to manage premium app features.
- Improved testing strategy and code quality, see this presentation for details: <u>Moodle App</u> Testing: Then and Now.

Technologies: Ionic Framework, Angular, PHP, Moodle, Chargebee.



Parcelona (Spain)

- Maintained and improved website with more than 200.000 unique monthly visitors.
- Managed integrations with various 3rd party APIs (Spotify, Apple Music, etc.)
- Implemented cross-platform mobile application with React Native.
- Developed and prototyped ideas for new value propositions.
- Coordinated UI/UX and development teams.

Technologies: Laravel, MySQL, React Native (Android & iOS), VueJS, Amazon Web Services.



1 year, 9 months (April 2016 – January 2018)

• Mataró, Barcelona (Spain)

- Co-founded a startup focused on improving the fitness industry.
- Created an innovative billing system for gyms: "pay per minute".
- Created SaaS platform to improve communication between gyms and customers.
- Created a microservices architecture with APIs, web apps, and mobile apps.
- Lead software architecture and coordinated the product team (designers and developers).
- Participated in university programs to share industry knowledge with students.

Technologies: Laravel, MySQL, MongoDB, Ionic Framework, Vue, Angular, Stripe, Azure.



1 year, 7 months (September 2014 – March 2016)



- Worked with illustrators, designers, and sound artists to create a cross-platform mobile multiplayer game.
- Created a protocol for real-time communication between mobile devices.
- Created an asset management system to synchronize game assets over the air.
- Used agile methodologies to coordinate a remote team.

Technologies: Laravel, NodeJS, MySQL, LibGDX, Android, jQuery, Digital Ocean.



2 years (August 2012 – August 2014)

? Taiwan & Spain

- Relocated 5 months to Taiwan for training.
- Implemented UI toolkit from scratch using drawing primitives in J2ME.
- Tutored final degree project in university about True Type Font rendering.
- Defined Android architecture to manage NFC payment widgets using web technologies.
- Debugged and improved proprietary assembly code and virtual machine for J2ME.

Technologies: J2ME, Android, Akami ASM (Proprietary language).



- Implemented SaaS platform for restaurants.
- Worked on backend & frontend architecture.
- Participated in entrepreneurship formation programs.

Technologies: CodeIgniter (PHP), MySQL, Amazon Web Services, jQuery.

Education

UAB Bachelor's Degree in Software Engineering Universitat Autònoma de Barcelona

3 years (2008 – 2011)

Sabadell, Barcelona (Spain)

- Completed education on software engineering.
- Took complimentary courses in MOOC platforms such as Coursera, Udacity, etc.
- Collaborated in improving a tuning tool for C++ applications running in parallel as part of final degree project.
- Started a masters degree in Artificial Intelligence and Computer Vision, but didn't finish due to a work opportunity requiring relocation.