Sparanza

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I am excited to apply for the Full Stack Software Developer position at your company. As a skilled developer with a diverse range of programming and IT skills, I am confident that I can contribute to your team's success.

Currently, I work as a Full Stack Software Developer at Geotab, where I apply my knowledge in Java EE and .NET technologies for the development and maintenance of software solutions. Thanks to my experience in GWT, Typescript, Postgres, MariaDb, and Google Cloud, I can tackle complex cases, improve code, and troubleshoot to find innovative solutions, perform analysis, design architectures, and develop applications for Java/J2EE and Maven-based software systems. I also have experience in web development technologies and have worked with design patterns such as Front Controller, Data Access Object (DAO), Data Transfer Object (DTO), Session Facade, Service Locator, and Singleton.

In addition to utilizing my skills as a software developer, I have been able to contribute my expertise in the field of UI design using Sketch and InVision, as well as practical experience as a front-end developer at Golden Race and as a Mograph designer and Vizrt Artist programmer for national Spanish television channels such as AtresMedia and RTVE. I am certified in Vizrt Artist Pro with extensive knowledge in VBScript and script development for the use of Transition Logic, touchscreen scenes, AR, and comprehensive graphics development for various TV channels.

In addition to my 4 years of experience as a software developer with Java and .Net, it has provided me with a solid foundation as a Full Stack Developer. My passion for technology is an endless journey that does not end here but has just begun. I am committed to continuously expanding my skills and knowledge as they constantly evolve. In addition to improving my Java and .Net experiences, I dedicate time to personal projects and activities with technologies such as Angular or React, frameworks such as Spring, or programming languages such as Python.

I firmly believe that learning and experimenting with new technologies, frameworks, and tools that allow me to develop even more innovative and robust software solutions is the best way to acquire new skills, and I am excited to put this philosophy into practice as I continue to pursue my professional development goals.

My commitment is to deliver high-quality work and achieve project success. My strong work ethic and determination allow me to exceed expectations. Whether working alone or as part of a team, I take pride in delivering results that meet and exceed requirements.

I know that my dedication to excellence and ability to work under pressure make me valuable to your company, and I am excited to contribute to your success.

Sincerely,
Aurelio Muñoz Hijano

Aurelio
Muñoz Hijano { 1982.9.13 }
Full Stack Developer
CV 23.04 LTS Undefeatable Unity

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SKILLS

Web Technologies: Angular 7+, NgRX, React, Redux,RxJs NodeJS, AJAX, JSON, CSS3, SCSS, SOAP, Postman, Insomnia, GWT.
OS: Linux, iOS, Windows
IDEs: VSCode, JetBrains Intellij | Rider, Docker.
WebApp Servers: Apache Server / Tomcat, NodeJs
Programming Languages: Java 11, GWT, .Net 6, Typescript, UNIX Shell Script bash.

Databases: Postgresql, MySql, Mongo db
Version Control Tools: GIT, GitLab, GitHub.
Project Management: SDLC Process (Jira, Agile, Scrum)
Soft skills: Self-Motivated, Ambitious, Quick Learner, Team Player, Critical Observer, Excellent communication.
Languages: Spanish (Native), English (B2)

WORK HISTORY

{ 2019.09, Now( ) } ~ FULL STACK JAVA & .NET DEVELOPER | **Intendia, (a Geotab Company) & Geotab a telematics software company** - Málaga (Spain)
- Currently I am working as a Full Stack Software Developer at Geotab, Translating application storyboards and use cases into functional applications.
- Design, build, and maintain efficient, reusable, reliable code to develop high throughput, performance critical, scalable applications.
- Ensure the best possible performance, quality, and responsiveness of applications.
- Perform Test Driven Development (TDD) by doing peer reviews, ensuring coding standards are followed, looking for logic errors and other bugs.
- Conduct code reviews and mentor junior team members. Provide proactive technical support to resellers, internal staff and customers.
- At Intendia, a Geotab Company, I am working as a Full Stack Developer, where using my expertise in Java EE and GWT technologies to create high-performance and scalable applications, JDBC, JNDI, Annotations, Hibernate, Java Servlets, Java RESTful Web Service, all with proprietary libraries.
- Knowledge in OOP architectures (DI, MVP) and Functional Programming code.
- Managing code in Git & being comfortable with pull request code reviews from other members' teams.
- Experience with responsive layout design asset.

{ 2018.3, 2019.9 } ~ UI MOTION DESIGNER | **Golden Race** - Málaga (Spain).
- As a UI Motion Designer at Golden Race, I am responsible for designing, animating, and maintaining the front-end graphics system for all virtual betting events on the platform, utilizing Sketch and InVision.

{ 2018.4, 2019.5 } ~ VIZRT DEVELOPER | **Miss Motion** - Madrid (Spain).
- As a freelance Vizrt programmer, I was responsible for designing and controlling the database for the National Elections of the Spanish public TV channel, RTVE. My role involved feeding data to the Vizrt VideoWall and Augmented Reality System, ensuring seamless integration between the database and the graphical elements.

{ 2018.3, 2019.9 } ~ PROGRAMMER IOS & ANDROID (INTERNSHIP) | **Hostgreen** - Málaga (Spain).
- During my internship at Hostgreen, a CRM & ERP Free Software consulting company, I worked as an iOS application programmer and gained experience in developing mobile apps and e-commerce solutions.

{ 2010.5, 2018.2 } ~ VIZRT MOGRAPH AND PROGRAMMER | **laSexta -** Madrid (Spain).
- Graphic Motion Designer and Programmer proficient in Vizrt Artist, Pilot, Trio, Transition Logic, C++ development plugin, Autodesk Maya, After Effects, Visual C++, C#, Python. However, what's most important to me is enjoying working with my colleagues and continuing to learn on the job. I have worked on various projects including laSexta Noticias & Deportes, Al Rojo Vivo, MásValeTarde, or laSextaColumna.

{ 2010.1, 2010.5 } ~ VIDEO EDITOR AND GRAPHIC TECHNICIAN | **La Zanfoña Productions -** Seville (Spain).
- Worked as a graphic designer and editor for TVE's "Cultura de la Calle" and "Reportero de Historia" programs. Also did post-production work in Foundry Nuke for the movie "Juan de los Muertos" at La Zanfoña company.

{ 2009.9, 2010.1 } ~ VIDEO EDITOR AND GRAPHICS TECHNICIAN | **Europrogrammes -** Seville (Spain).
- Graphic designer and video editor for business events at Europrogrammes company.

{ 2009.5, 2010.9 } ~ TECHNICAL SUPPORT | **Freelance -** Málaga (Spain).
- Technical Support ADSL and maintained computer equipment for Telefónica, Orange, Caser, Maphre, …

{ 2009.5, 2009.8 } ~ SOFTWARE DEVELOPER .NET (Internship) | **Avanade** - Málaga (Spain)
- .NET add-ins Visual Studio Tools for internal Developments.

{ 2009.1, 2009.4 } ~ 3D STUDIO MAX INSTRUCTOR | **Ingenia -** Málaga (Spain).
- Online instructor of 3D Studio Max 2008 to active workers in the Andalusian industry.

{ 2008.1, 2009.1 } ~ GRAPHIC DESIGNER | **Acompany -** Málaga (Spain).

{ 2008.6, 2008.8 } ~ LIGHTING TECHNICIAN (INTERNSHIP) | **Acústica -** Málaga (Spain).

{ 2007.9, 2008.1 } ~ FINAL CUT STUDIO 2 & APPLE SHAKE 4 INSTRUCTOR | **Kucenter School -** Madrid (Spain).

{ 2006.9, 2007.8 } ~ VIZRT MOGRAPH | **laSexta -** Madrid (Spain).

{ 2006.4, 2006.6 } ~ ALIAS MAYA 7.0 INSTRUCTOR | **Plato Sur SL for CCOO -** Leganés (Spain).

{ 2005.8, 2006.8 } ~ 3D OPERATOR, POST-PRODUCTION & VIDEO EDITOR | **HD Studio Online -** Madrid (Spain).
- Operated Shake, Maya, and Final Cut, as well as other programs. Contributed to the production of the anime series Naruto (German version) as well as various music videos.

{ 1997.1, 2003.1 } ~ TECHNICAL SUPPORT, WEB DEVELOPER & TECHNICAL ELECTRONIC DEVICES | **Freelance, Ciberinternate & Netblue Telecomunicaciones** - Málaga (Spain).

EDUCATION

{ 2021.1, Now( ) } ~ WEB APPLICATION DEVELOPMENT (HIGH TECHNICAL DEGREE) | **Ilerna** - Online
- Currently, Completing the Web Application Development program High Technical Degree to gain the technical expertise required to develop general-purpose applications for the internet and web applications as a Full Stack Developer.

{ 2015.1, 2018.1 } ~ MULTIPLATFORMS APPLICATION DEVELOPMENT (HTD) | **Ilerna** - Online
- I have gained advanced skills in developing general-purpose applications for entertainment and mobile computing through the use of various techniques.

{ 2009.2, 2009.7 } ~ SOFTWARE DEVELOPMENT MTCS .NET (CERTIFIED) | **Forman School** - Málaga (Spain)**.**
- Experience developing software for both Windows and web platforms, utilizing Framework 2.0 and SQL database server 2005.

{ 2009.1, 2009.6 } ~ MANAGEMENT OF AUDIOVISUAL EQUIPMENT(FPO) | **Audiovisuales 2000** - Málaga (Spain)**.**
- Experience installing and managing audiovisual equipment that is commonly used in television & films

{ 2008.2, 2008.6 } ~ LIGHTING OPERATOR (FPO) | **Loasur Audiovisual** - Málaga (Spain).
- Lighting in film, theater and television shows.

{ 2007.6, 2007.8 } ~ ORACLE 10G DBA CERTIFICATION, OPA | **Oracle** - Málaga (Spain).

{ 2003.9, 2005.8 } ~ MASTER 3D, AND TRADITIONAL ANIMATION, VFX POST PRODUCTION & VIDEO EDITOR | **School of Art Trazos** - Madrid (Spain)
- Traditional Animation, at Monigotes Studios, VFX PostProducción with Shake & Final Cut & 3D Operator Alias Maya & XSI Softimage (Trazos)

{ 2003.5, 2003.7 } ~ CERTIFIED ALIAS MAYA OPERATOR | **Animatika** - Málaga (Spain)**.**

{ 2001.1, 2003.5 } ~ DEVELOPMENT OF ELECTRONIC PRODUCTS (HIGH TECHNICAL DEGREE) | **Salesianos San Bartolomé** - Málaga (Spain)**.**