

# Toni Lozano Fernández

## IOS Developer

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### Personal Summary

I am a self-driven iOS Developer, life learner with professional background in electronic industry. After more than 10 years in electronic engineering I've acquired a solid base in problem solving and low level programming. In that stage I developed projects that required hardware design and firmware development to implement embedded systems, which allowed me to understand the importance of efficient code, attention to detail, good communication and great teamwork skills.

In recent years the mobile sector has awakened my interest, specifically the iOS technology, which has given me to develop several projects and create my own apps. However, my adventure in the mobile sector began with the development of small projects in Android. I also feel great passion for gamedev, where I've been able to create basic projects with Unreal Engine and something more complex in Unity.

### Work Experience

#### Freelance iOS developer 2021 - present

Develop own projects for iOS devices using Swift. Identify and troubleshoot technical issues in applications, as well as perform thorough testing and debugging to ensure solid, bug-free performance.

Since the mobile development field is rapidly evolving, I must keep up to date on the latest trends, technologies and best practices. In addition to researching and learning new tools, frameworks and APIs relevant to the iOS platform, all while keeping in mind to maintain clean and efficient code by using SOLID principles.

#### Hardware Designer Sept 2016 - Dec 2021

Neec Audio Barcelona

Responsible of hardware design oriented to Professional Audio devices with innovative solutions.

#### Firmware and hardware developer Aug 2014 - Aug 2016

Zolertia S.L.

Responsible of all Hardware design and firmware development for products like Z1, Re-mote, etc. Including schematics design and PCB multi-layer, component selection and verification based on circuit simulation, prototype testing.

#### R+D Technician June 2008 - Aug 2014

Advancare S.L.

Project development in all stages of production of custom-made devices, from planning to spec documentation, hardware design, firmware development, integration and testing.

### Skills & Technologies

#### iOS dev:

Xcode  
Swift  
UIKit  
RESTful APIs  
JSON parsing  
Core Data  
Firebase  
SwiftUI  
MVC  
MVVM  
VIPER  
Unit Testing  
Cocoapods  
Realm  
Auto Layout  
OOP  
Clean Code

#### Game dev:

Unity  
C#  
C++  
Visual Studio  
Real-time animations  
Real-time physics  
collisions  
3D - 2D

#### Others:

Git  
Github  
Agile methodologies  
SourceTree  
Notion  
Slack  
Trello

#### Android dev:

Android SDK  
Java  
Kotlin  
Xml  
MVC  
MVVM  
RESTful APIs  
SQLite

### Extra information

#### Languages:

Spanish & Catalan (native), English

#### Full Driving License

### Education

#### Universitat Oberta de Catalunya June 2022 - Oct 2022

Android development course.

#### iOS & Swift - iOS App Development Bootcamp 2021

Udemy - Angela Yu

#### Beginning C++ Programming 2022

Udemy - Dr. Frank Mitropoulos

#### UNIR - La universidad de internet Oct 2018 - Oct 2019

Game design and development master degree.

#### Interactive Programming in Python 2015

Coursera.

#### Institut Obert de Catalunya Sept 2014 - June 2015

CFGs Multiplatform Application development.

#### Institut Escola del Treball Sept 2006 - June 2008

CFGs Electronic products development.

### Projects

#### Somnum Tracker - iOS

SomnumTracker is a useful app for reporting and managing daily sleep duration stats. Developed using VIPER architecture pattern and mix view implementation with some parts of SwiftUI.

<https://github.com/ajlozano/SomnumTracker>

<https://apps.apple.com/us/app/somnum-tracker/id6450696537>

#### Wish I Watch - iOS

Wish I watch is an easy way to search, store and read about specific movies and series. You can search for a title, get specific information using WebView and store it in your wishlist using Core Data.

<https://github.com/ajlozano/Wish-I-Watch>

#### Bad Weed Never Dies - Unity

Survival 2D game developed for a GameJam in itch.io.

<https://github.com/ajlozano/Wish-I-Watch>

<https://anthonayer87.itch.io/bad-weed-never-dies>