alejandro**perezpaya**
Software Developer

about
04-27-1996
Victoria Rubio nº1, 14
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Monte
Spain

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http://perezpaya.net
Github

languages
Spanish - Native
English - Fluent
Chinese - Beginner
French - Beginner

programming
Swift
Objective-C
Ruby
Javascript
(Node.js & Browser)
Golang
Python
PHP
HMTL5 & CSS3

interests

programming, music, physics, soccer, basketball, economy, business, politics, philosophy

education

2008-2011	**Chinese Simplified**	Eurocolegio Casvi Boadilla
	Extracurricular lessons.	
2008-2012	**High School: ESO**	Eurocolegio Casvi Boadilla
	Specialisation in Science	
	Biology, Computer Science, Physics, Technical Drawing, Science Maths and Economics as subjects	
2012–2014	**Science Baccalaureate**	Eurocolegio Casvi Boadilla
	Physics, Technical Drawing, Science Maths and Economics as subjects	
2014	**Computer Science Degree**	Technical University of Madrid
	Dropped out.	

experience

09-12 10-13	**Inevio, formerly known as weeZeel**	Backend Developer
	Worked here as Backend Developer with Node.js, wrote the core of the actual project	
06-14 11-14	**Fever Labs Inc.**	iOS Developer
	Fever *Plans marketplace app with custom suggestion based on your interests* VIPER based app, 1 million downloads in the store. Top 1 a few times in Spanish App Store. Test suite done with Kiwi and automated releases based on Shenzen	
since 11-14	**Cabify**	iOS Developer
	On demand cars with driver plus reservation service. Maintained old app, and created from scratch the brand new app due to the failures in the core made before I joined. Socket powered state machine application architecture in journey management and VIPER architecture for the CRUD side, accounts, reservations, etc.. Test Driven development made	

code

Swift	**Jukebox**	github.com/alexperezpaya/Jukebox
	Wrote a simple iTunes Library Management as an iOS example project Swift & Objective-C projects. Same functionality. This is the Swift version. I felt really comfortable writing this app in Swift.	
Swift	**Jukebox-Objc**	github.com/alexperezpaya/Jukebox-Objc
	This is the Objective-C version of the Jukebox app. Wrote it just before finishing the Swift one, after using Swift I felt I was going slower here, even I just had to translate what I did in Swift, those commodities earned in Swift made this one a bit harder. Even thought, it was a great experience doing it.	

applications&projects

2014   **Fever**   feverup.com
Developed and maintained this application, Facebook, REST API, AFNetworking, Dependency Injection, VIPER, Core Data, Memory Storage

2014-now   **Cabify**   cabify.com
Uber competitor for Latam and Spain (business focused), VIPER architecture, WebSocket, AFNetworking, StateMachine Architecture to handle multiple journey states received in socket

2014   **Vonsai**   github.com/vonsai/ios
Swift app made in 24h. We simply defined it like a Tinder for News. Like or dislike summarised news and with those few taps you build your daily newsfeed. We won UX prize at elmundo.es (Newspaper) hackathon.

2015   **Pentagon**   github.com/pentagonerino/iOS
Swift iOS app made in 2 days for SnapPayments hackathon. We built an application that allowed people to buy items in a museum with their NFC-Card (Serialport connected device) or scanning their card with Card.io. Won 3rd prize.

2015   **Krytpe**   github.com/krypteauth/ios
Swift iOS app doing frontend for your own server that runs a decentralized authorizations backend. Developed in a 18h security hackathon.

2015   **Parkfy**   parkfy.com
Swift Freelance MVP Application made using MVVM Architecture. Alamofire, Argo and XLForm used in the app as external libraries.

2015-now   **Taylor**   github.com/izqui/taylor
Contributor and developer of this project made for fun with my pal @izqui. CocoaAsyncSocket based and Swift oriented.