

# Álvaro Salcedo García

## Android Developer

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### PROFESSIONAL EXPERIENCE

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**Android Developer, BABEL Sistemas de Información** 02/2019 – present

Currently working mainly in two projects of Santander Deutschland performing maintenance and evolution of both applications. Occasionally in projects of other customers. Regarding the applications of Santander Deutschland:

- I improved the stability of the application by increasing the percentage of error-free sessions from 82% to 99.4% in two months.
- I increased the code coverage from 37% to 81% by doing instrumental and unit tests.
- Code refactoring: increase readability and improve the structure of the code; technical and functional documentation; improvements in smoothness and speed.
- I improved the security and integrity of the application by performing actions such as: encrypting sensitive user information, avoiding the use of modified devices and code obfuscation.
- I created two data mocks, one static and one dynamic. I made them because of the limitations to connect to pre-production environments. Both are written in Golang.

### EDUCATION

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**Software Engineering, ETSISI (UPM)** 09/2014 – 07/2019

### CERTIFICATES


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**Associate Android Developer** 

Associate Android Developer in Kotlin. Valid from September 10, 2020 to September 10, 2023.

### PROJECTS

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**Alpine Android, Lightweight Docker image for testing and compiling Android applications**  03/2017 – present



Docker image based on Alpine Linux for testing and compiling Android applications. Thanks to Alpine you can get a lighter and less heavy image than Debian/Ubuntu based images. The base image in Alpine is 795MB, while in Debian/Ubuntu it is 1.1GB.

There are several versions available: from Lollipop to Android 11.

It has 70,000+ downloads from Docker and 100+ stars in GitHub.

**Pressurizer, Steam library expense management**  11/2018 – 06/2019

The functionality of this application is to give the possibility to keep track of the expenses made by the users of the Steam platform.

This project is divided into two parts. The server part , written in Kotlin, using the Ktor web framework and the PostgreSQL database. On the other hand, the client part  is written in TypeScript and Vue.js.

**PkmnDex, Pocket Pokédex for Android phones**

07/2013 – 12/2016

Developed in Java and without previous knowledge of Android. A simple application that showed the list of all available Pokémon up to the 7th generation and gave you the possibility to visit different websites to see the information.

Currently unpublished from Google Play, it reached more than 700,000 downloads with a rating of 4.02.



**SKILLS**

Teamwork	● ● ● ● ●
Android	● ● ● ● ●
Android Studio	● ● ● ● ●
Kotlin	● ● ● ● ●
DevOps	● ● ● ● ●



**LANGUAGES**

Spanish	● ● ● ● ●
English	● ● ● ● ●
TOEIC. 495 in listening and 435 in reading. Corresponds to a B2.	