

Álvaro Salcedo García



Senior Android Developer

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PROFESSIONAL EXPERIENCE

Senior Android Developer, BABEL Sistemas de Información

02/2019 – present




Currently working mainly in two projects of Santander Deutschland (Santander Banking  and SantanderSign ) performing maintenance and evolution of both applications. Occasionally I collaborate on other projects that require additional assistance, like Renfe Ticket. 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 make sure that the mobile banking application is always up to date in terms of library versions in order to take advantage of the new functionalities that are included.
- 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

Software Engineering, ETSISI (UPM)

09/2014 – 07/2019

Final Degree Project: Pressurizer  (only in Spanish). Published under the license CC BY-NC-ND 4.0 . Also available on the Archivo Digital  of the UPM.

CERTIFICATES

Associate Android Developer

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

PROJECTS

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 images in Alpine JDK8 and JDK11 are 244.43MB and 331.21MB respectively. The final size of the latest Android 11 version is 525MB for JDK8 and 615MB for JDK11, while in Debian/Ubuntu they can exceed 2GB.



There are several versions available: from Lollipop to Android 12.

It has 200,000+ downloads from DockerHub 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.	