Ángel Iván Gladín García

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EDUCATION

Facultad de Ciencias, Universidad Nacional Autónoma de México — CDMX, Mexico
Bachelor of Science in Computer Science (Waiting for the diploma) — *Aug. 2016 – 2022*

EXPERIENCE

Wizeline — CDMX, Mexico
Senior Software Development Engineer — *February 2022 - May 2022*
- Worked with worldwide Software Engineers using SCRUM and Kanban methodologies.
- Developed features and bug-fixing for Harley-Davidson Android App which was used by 100k users.
- Experience integrating and adapting 3rd party Android SDKs, and refactoring legacy code with good-programming practices. Also, doing bug-fixing, creating documentation, identifyng Software vulnerabilities and risks, refactoring and improved perfomance issues.

albo — CDMX, Mexico
Software Engineer / Android Developer — *March 2021 - Februrary 2022*
- The app has been downloaded and used by 1M+ users.
- Improving the onboarding process by making multiple 'paths' for creating a new account in the app. Bugfixing and, coming up with ideas to improve app performace, good programming practices and optimization (correct use of coroutines and detect memory leaks). Leverage the use of functional programming using 'functional patterns' for better code correctenes and use Arrow library. Use as most as possible all the Jetpack components. Talk directly with sales engineer to chose the right technology for identity verrification (namely Facephi, Jumio and Incode) and implement their SDKs.

Omnitracs — CDMX, Mexico
Associate Software Engineer — *August 2020 - January 2021*
- Employed as an Android developer working with low-level hardware through Wi-Fi and Bluetooth connections. Also, doing testing and bug-fixing.

Inventive Tech — CDMX, Mexico
Android Developer (Contractor) — *May 2017 - December 2017*
- Working with a small team as consultants, building Android apps following good programming practices and architecture patterns, taking care of the performance and user experience. Implementing CI/CD.

PROJECTS & AWARDS

Personal Blog A blog in which I write posts about Computer Science and Software Engineering. The blog is an open-source project hosted on GitHub pages using Hugo. A new version of the blog is deployed when the repository is modified through GitHub actions.

Photo Exif Toolkit Android app Open-source Android App that allows you to view or modify Exif data of a picture. The main challenge was

ICPC (International Collegiate Programming Contest) - Participant : Qualified to Regional Finals back in 2019.

SKILLS

- **Programming Languages** Java (7 years), Kotlin (6 years), Python (5 years), LaTeX(4 years), Haskell (3 year), C++ (1 year), Bash (1 year), Rust (6 months), TypeScript (6 months), Go (4 months)
- **Technologies** Git, GitHub, GitLab, Firebase, Google Cloud Console, Google Play Sevices, Emacs, Sublime Text, IntelliJ IDEA, Slack, Docker, Visual Studio Code, Microsoft Teams, Atlassian (Jira, Confluence and Bitbucket), VirtualBox, NixOS
- **Operating Systems** macOS, Linux (Debian, Fedora, NixOS), Windows 11.

COURSES

- **Linux Fundamentals and Administration, System Design, Good programming practices, Advanced Functional Programming, CI/CD, Web Development with Go**
- **Android:** Android Developer Interview Preparationn Guide, Android Multithreading Masterclass: Complete guide to multithreading in Android, Complete Kotlin Coroutines develpment course, Hands-on Background Services in Android.
- **ACM-ICPC Caribbean Summer Training Camp at Cuba** 2 weeks of intensive training about Competitive Programming held at the University of Informatics Sciences covering diverse topics, such as Dynamic Programming, Greedy Algorithms, Arithmetic and Primality, Flows and Matchings, Hashings and its applications, Number Theory, Combinatorics and finally Game Theory.

INTERESTS

- Software Architecture Design, Data Engineering, Real-time Computing, Functional Programming, Programming Languages, Algorithms (Dessign, analysis and implementation), Multi-threading.