LUIS ANTONIO REYNA TORRES

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About me

4 de Mayo de 1993

Self-taught, Responsible and Tidy.

Monterrey, Nuevo León, México.

Bachelor's degree

Ingeniero en Tecnología de Software by UANL — 2010 - 2015

Profesional Experience

iOS developer at Todito — 2018 - Currently

"TODITOCASH" and "SuperVales" apps developed in native code objective-c and Swift (on Appstore).

Lead Project Manager at Prepa 1 UANL — Enero 2019 - Junio 2019

"Prepa1" app developed by high school students, I teach them android language and android studio IDE then we planed a development schedule for next 6 months. We used firebase for push notifications and DB (on playstore).

Senior Front-End at TradingPal — 2017 - 2018

"TradingPal" app developed in react native technology.

Web System Developer at Banregio - 2016 - 2017

Maintenance and development for a credit car system web where the user could get an estimated fee in order to purchase a new car.

Web Developer Jr at Lotus Web Studio — 2014 - 2015

Meeting with clients to get requirements and develop the IT solution with web technologies (jquery, mysql, php). I made landing pages, web pages, shopping web apps

Web Developer at CreApps — 2013 - 2014

Internship

Freelancer

Comefaenl App (iOS / Android)

https://apps.apple.com/mx/app/comefaenl/id1476769621 https://play.google.com/store/apps/details? id=com.antoniotorres.comefanl&hl=es

Oscorp App (Objective -C)

iPad App that shows a medical script where the patients sign a knowledge risk before any surgery. This app is on apple business manager

CMPack

https://www.cmpack.mx

Courses and Seminars

English, Quick Learning.

Time: 2 years

iOS Swift 5, Develop talent & technology.

Time: 40 Hours Certificated

Android Developer Senior, Omnius Soluciones en Tecnología S.A. de C.V

Time: 40 horas. Certificated

Graphic Design, Universidad Autónoma de Nuevo León.

Time: 20 horas

Skills

Web Technologies: html5, css3, javascript, jquery, medias queries, web services (REST), objective-c, swift

Photoshop to design movile app proposals, Im interested into UX/UI to create ideas and make analysis to improve the system to be attractive for the user.

Mac OS, Xcode, Filezilla and Basic Git