

Resume

Personal Information

Name	Claudio Villanueva Albornoz
Nationality	Chilean
Birth Date	December 23th, 1978
Profession	Computer Engineer
Academic Degree	Bachelor in Computer Science
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Education

1995-1998 Technical High School, graduate of Electronics Technician.

2003-2007 Graduate from the Universidad de Santiago de Chile in the career of Computer Science and Bachelor in Computer Engineering.

2011-2012 Studies of Japanese Language in Kudan Institute of Japanese Language and Culture, Chiyoda-ku, Tokyo

2017 Studies of Japanese Language in KCP International Language School, Shinjuku-ku, Tokyo.

Professional Experience

June 2017- Today

Garapon Inc, Software Engineer for iOS and Android applications. My main duties are bug fixing, current features improvement and new features implementation. I am also in charge of review current Android source code, written in Java, to introduce improvements in terms of maintainability and readability through programing good practices and deprecated code updating and removing. I also do the same tasks, with iOS app source code, written in Objective C and Swift 3. I offer support in the development of server applications and scripting, in a variety of languages, such as Java, Scala, Go, Python and Perl.

April 2013 – March 2017

Pixtoome SPA. Leader Developer, Software Engineer for iOS and Android applications, web applications with, Play Framework (Java, JS and CSS), PostgreSQL and Linux scripting. Linux, Amazon AWS and Azure Cloud administration. As an architect and developer I'm in charge of design and implementation of Pixtoome platform, which is a mobile messaging software for schools. Pixtoome has iOS and Android apps, administration site for schools, mobile site to support register and invitations. Server software is deployed in Amazon Web Services.

<https://www.pixtoome.com/>

<https://play.google.com/store/apps/details?id=com.pixtoome.androidmobile>

<https://itunes.apple.com/mx/app/pixtoo-me/id1099869455?mt=8>

December 2009 – March 2013 E-deas Chile. Leader Developer, Software Engineer for Android, Java ME, iOS applications, PHP, PostgreSQL and Linux scripting. Linux and Amazon AWS administration. (I worked in person and remotely)

October 2007 – November 2009

Nuwit. Software Engineer for Blackberry and Java J2EE applications.

http://www.nuwit.com/index_eng.php

July 2001 – September 2007

Grau S.A. Aglomerados de Hormigon

System administrator, Red Hat Linux, CentOS, Debian, SCO Unix and Windows NT, 2000. ERP Systems and development with BBX Language.

<http://www.grau.cl/>

Skills

Advanced programming in: Java, Objective C, Scala, PostgreSQL Functions (PL/PgSQL and PL/Perl), Perl and Bash scripting. Database modeling. Comfortable in Linux, Mac OS X and Windows. Experienced in server apps deployment with Java Application Servers (Jboss, Tomcat, Weblogic, Glassfish). In mobile developing, for Android and iOS I have use APIs related to networking, media, push messaging, user interfaces with interface builder for iOS, XML Layouts for Android and programmatically for both platforms. I have knowledge of AWS administration, EC2 servers, S3 storage, SNS simple notification service and SES simple email service. I have experience setting machines in Azure. I have also a wide experience in Linux administration: scripting, backup, scheduled tasks, firewall.

Awards

Best bachelor's degree.

Personal Projects

I think that an important chance to improve programming abilities is doing personal projects:

Words Memo: Developed for Android platform, it is a memo-quiz application to learn vocabulary in different languages. The application support multiple languages and the users can enter all the words they want.

<https://play.google.com/store/apps/details?id=com.cva.wordsmemo.wordsmemo>

Kanji Memo: Developed for android, it is a memo-quiz application to learn Japanese Kanji. Contains the complete list of kanji. The user goes gradually learning through levels starting with most used kanjis.

<https://play.google.com/store/apps/details?id=com.cva.kanjimemo>

3D Third person game: I builded a little game using Unity 3D, I did some programming to modify the behavior of the camera and I adapted a recursive division algorithm to C# to generate random mazes. The game runs on Android, iOS, PC, Mac and web browser (Requires OpenGL)

<https://cvillanueva.github.io/Labyrintho/index.html>

Personal portfolio: I builded a web portfolio to show my work. I used a template to which I made some modifications (Javascript) to have an image gallery with text and links.

Personal Interests

I am a karate practitioner, with around 20 years of training.
I also enjoy Astronomy, Cycling and Sci FI.