

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

Professional Experience

Tinet, Senior iOS Developer 2019, April – present

Tinet is a software factory that provides software development services for some of the biggest companies in Chile.

At my current position I am in charge of leading an iOS team working at WOM, the larger mobile communications service provider in Chile. We are in charge of build WOM's customer app which has a base of around 6 million users.

My main duties include: coding, code reviewing, develop testing routines, supervise of continuous integration infrastructure, juniors developers mentoring, collaborate with other areas people, such as bussiness, backend and lead the team to complete the aims engaged every sprint.

My biggest achievement has been to redesign the architecture of iOS App, moving to a Clean Architecture.

<https://www.tinet.cl>
<https://www.wom.cl/>

Garapon Inc, Mobile developer, R&D, November 2017- March 2019

Based in Tokyo, Japan, Garapon Inc is a company that provides Japanese TV streaming services.

My principal tasks at Garapon were give maintenance to mobile apps, Android & iOS, patching errors, developing new features and publish to stores. I also worked doing research and development using technologies such as Tensorflow (Machine Learning) and image recognition (OpenCV).

A great achievemet working at Garapon was to design and develop a system to detect TV commercials from videos. It was build using a stack of several technologies such as FFMPEG, OpenCV, image hashing algorithms and Golang.

<http://garapon.tv>

Pixtoome, Lead Software Developer, April 2013 – March 2017

Pixtoome is a mobile messaging app for schools. It allows a fluid communication between parents and teachers, giving to schools the management of the platform.

My main tasks at Pixtoome were designing, programing and testing the different components of Pixtoome system and lead the developers team to achieve a commercial product.

The highlight was to have participated in this project from scratch, designing the complete architecture of the system, including database, API (Rest Services), mobile apps (Android & iOS) management website for schools and customers adminstration site for the company.

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

Ubox, Software Developer, December 2009 – March 2013

Ubox is a company that provides survey services to the ministry of education.

My main duties at Ubox were designing solutions, mobile programing (Android & iOS), web programing (PHP, Javascript) and backend programing (Java, PostgreSQL)

An important achievement was to design and implement a mobile survey system.

<http://www.ubix.cl>

Nuwit, Software developer, October 2007 – November 2009

Nuwit is a software factory specialized in mobile development.

My principal tasks were Blackberry programming (Java) and web programming (J2EE).

A highlight was to participate in a project with an american customer. A sales point App for Blackberry devices.

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

Grau, Systems Administrator & IT Support, July 2001 – September 2007

Grau precast concretes is a leader company in the building of big pipes and prebuilt products for construction market.

My main tasks at Grau were give support and maintenance to IT infrastructure and administration of commercial and manufacturing operation servers (Unix & Linux)

My main achievement at Grau was to participate on the migration of ERP systems to SAP.

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

Skills

Swift	2015 – present	Advanced
Objective C	2011 – 2016	Advanced
Java	2008 – present	Advanced
Kotlin	2017 – present	Good
Linux	2001 – present	Advanced
SQL	2008 – present	Good
Javascript	2008 – present	Good
Git	2014 – present	Good
Python	2014 – present	Good
AWS administration	2011 – present	Good
Azure administration	2015 – present	Good
PHP	2011 – 2016	Good
Tensorflow	2017 – 2018	Good
Golang	2017 – 2018	Good
C++	2017 – 2018	Good
ZeroMQ	2013 – 2015	Good
Scala	2013 – 2015	Good
Play Framework	2013 – 2015	Good
Apple Store management	2012 – present	Advanced
Google Play management	2012 – present	Advanced

Awards

Best bachelor's degree.

Personal Projects

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

3D Third person game: I builded a little game using Unity 3D, I did some programming to modify the camera behavior 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>

Aquila shoot'em up: This game uses Phaser.io Javascript as a base library, pixel art made by me and some well achieved physical effects.

<https://cvillanueva.github.io/aquila/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.

<https://cvillanueva.github.io/>

Some demo projects at my github account:

<https://github.com/cvillanueva>

Language abilities

English: Business level.

Japanese: Daily life conversation.

Spanish: Native speaker.

Personal Interests

I practice Karate for more than 20 years.

I also enjoy Astronomy, Cycling and Sci FI.