David Alejandro Lilue Borrero

Software Developer ● Algorithm Designer ● iOS Developer

Personal Information

PLACE AND DATE OF BIRTH:	Caracas, Venezuela	December 17th, 1992
LIVING:	Madrid, Spain
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Languages

SPANISH:	Native
ENGLISH:	Advance. 6/9 IELTS Academic Test
FRENCH:	Basic

Programming skills

Ruby 8, Swift2/3 7.5, Python 7, LaTeX 7, Java 6.5, C/C++ 6, Haskell 6, Prolog 5.5, R 5, HTML/CSS/JS 4.5, SQL 4, Shell Script 3.5, C# 3
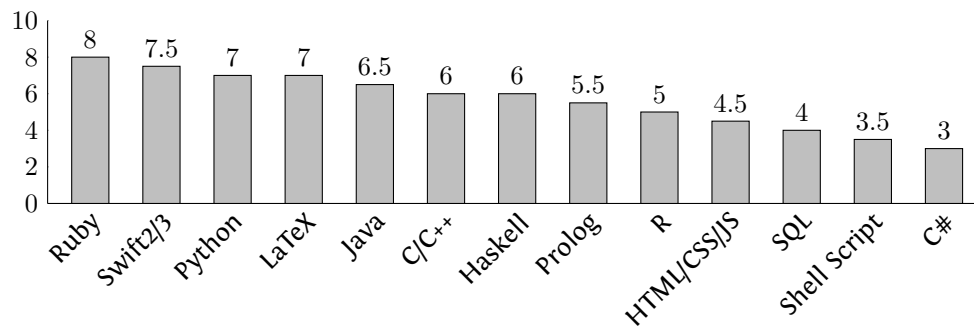
Work Experience

OCTOBER 2018 (Ongoing)

Software Developer at Mahisoft Inc., *Remote*.

Mahisoft is a nearshore software development company. A trusted technology partner that helps their clients to achieve the software development solutions they dream of, by providing highly qualified teams, agile delivery, consulting and convenient nearshore service. Providing services for customers in the U.S. and Latin America from offices in Venezuela and Costa Rica.

Responsibility: As a freelancer, I'm involved in different projects, having particular needs for each one of them. Anytime they require my assistance in a project, I get in touch with the project manager and we establish the tasks necessaries to achieve the client requirements.

Tasks:

- Web development
- Java search and tagging algorithm design
- Django app maintenance
  - Bug fixing
  - Code improvements
  - Performance optimization
  - New features implementation
  - App deployment

Technologies & tools: Java, Python 2 & 3, Django, Docker, MongoDB, Git, Slack.

APRIL 2018
(5 months)

Backend Ruby on Rails Developer at The Cocktail., *Madrid, Spain*.

The Cocktail is a digital and multinational native consultancy focused on the design of digital products and services, digital business and web technology. Covering the whole discipline spectrum for online presence and business development: usability, information architecture, design, SEO, web metrics, back and front programming, marketing and research.

Responsibility: Design and implement an internal product focused on gathering information about the ongoing projects within the company. Sending a weekly feedback from everyone to the project managers. Using graphical visualizations and highlighting points of interest.

Tasks:

- RoR app development
    - Models definitions
    - User authentication
    - Information recollection and interpretation

Technologies & tools: Ruby, PostgreSQL, Docker, Google, Git, Slack, Jira.

JUNE 2017
(2 months)

iOS Developer at Uriji Jami Ltd., *Caracas*.

Uriji Jami is a social network with e-commerce features. Using a Node.js RESTful API along with an AWS S3 service, allowing the iOS, Android and web applications being connected. Each platform provides a user-friendly interface to share, like and comment stories and dreams with worldwide users. In association with a well-known payment service, PayPal, it is possible to purchase content and donate to dreams.

Responsibility: Maintain, improve, bug fix and implement new features in the iOS app. Design and discuss solutions with the iOS team. Having constant communication with the team leader and system administrator to deploy new features.

Tasks:

- iOS app development and maintenance
    - Bug fixing
    - Code improvements
    - New features implementation
    - App Testing

Technologies & tools: Xcode, Swift 2, CocoaPods, Git, Trello.

JANUARY 2017
(7 months)

Grad. Teaching Assistant at the Simón Bolívar University, *Sartenejas*.

The Simón Bolívar University is one of the top-3 universities in Venezuela. Given the current crisis that the universities suffer in my native country, in which they're losing teaching staff and being graduated from it, I felt the need to collaborate with the institution that formed me.

Responsibility: Prepare talks, design exercises and evaluate students performance. Guided by a professor. The topics were focused on programming paradigms, languages, compilers and interpreters.

Tasks:

- Assistant lecturer
- Design and evaluation of exercises
- Student tutoring

Technologies & tools: Haskell, Prolog, Ruby, Java.

SEPTEMBER 2016 (10 months)	iOS Developer at Pictune, *Caracas*. Inversiones Pictatune CA is an applications developer company. It owns the application Pictune, that creates a melody according to a given image. The company is headquartered in Caracas, Venezuela. The app depends on a web service which creates the musical composition through a Haskell/Euterpea application.

Responsibility: Ensure the well functionality of the company iOS application. Discussing possible new features, identifying bugs and solutions. Analyzing and improving algorithms, also design and discuss solutions.

Tasks:

- iOS app development and maintenance
    - Swift version migration
    - Bug fixing
    - Code improvements
    - Architecture design
    - App Testing
- Service administration
    - Ensure web service availability
    - Server migration
    - Load balancer configuration

Technologies & tools: Xcode, Swift 2, Swift 3, Haskell, AWS, Nginx, Git.

EDUCATION

ONGOING	PhD program. PHD IN SOFTWARE, SYSTEMS AND COMPUTING. **Technical University of Madrid (UPM)**, Madrid, Spain Tutor: Julio MARIÑO
JULY 2018	Master's Degree. MASTER IN SOFTWARE AND SYSTEMS. **Technical University of Madrid (UPM)**, Madrid, Spain Thesis: "Parallel SAT solving on a GPU using Zhegalkin polynomial" | Tutor: Julio MARIÑO
NOVEMBER 2016	Engineer's Degree. COMPUTER ENGINEER. **Simón Bolívar University (USB)**, Sartenejas, Venezuela Thesis: "Design and implementation of an object oriented programming language for typesetting" | Tutor: Prof. Ricardo MONASCAL

INTERESTS AND ACTIVITIES

· Functional programming · Object-oriented programming · Validation and verification
· Developer communities · Cinematography · Music · Literature · Writing · Philosophy
· Gastronomy · Photography · Tennis · Traveling