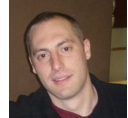


# **Mobile Software Engineer**

## **Ferran Pons Sanchez**

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Barcelona, Spain



Senior Technician in Computer Applications Development with almost 12 years of experience as a programmer. My experience covers a lot of different kind of applications, from web app development to the desktop, mobile apps and video-games. I've worked two years at Electronic Arts as a Integration Engineer, I've participated in some blockbuster games such as Burnout Paradise, DeadSpace and the Skate franchise. Also I've tried to start up my own indie video-game studio, labeled "Retrowax Games" with which I've made a game called Zombusters that it's published for the Xbox 360 and Windows Phone and PC. Nowadays I'm an Android Developer expert (that also knows how to develop in iOS) working for one of the most popular brands in Spain.

- \* Committed to test driven development.
- \* Expert in Investigate and resolve application issues, bottlenecks and inefficiencies.
- \* I can identify and resolve compatibility issues between the wide range of Android versions and devices.
- \* I can deliver high quality work on tight schedules.
- \* I have experience mentoring of junior developers on the team.
- \* 3+ years of Android application development experience.
- \* I have strong knowledge of CS fundamentals including data structures, algorithms and complexity analysis
- \* Experience leading development of mobile applications that have been successfully delivered to customers.
- \* I have the knowledge of Android's common software design patterns, including the ones needed to develop connected applications with high-performing UI.
- \* Strong communication, analytical and problem solving skills.
- \* Understanding of system and application performance limits and characteristics.
- \* Deep understanding of the internals of Android frameworks.
- \* Knowledge of memory management and multi-threading.
- \* Experience working on high-volume consumer products.
- \* Strong sense of ownership, urgency and drive.
- \* Ability to wear many hats, able to change direction quickly, and show eagerness to learn new things.
- \* Knowledge of modern programming patterns like MVP or MVVM.

## **Experience**

### **Mobile Developer at Schibsted Classified Media Spain**

August 2012 - Present (2 years 6 months)

Senior programmer for the Segundamano.es brand mobile team; an online classified advertising business. Developing applications for Android and iOS. (Also Windows Phone and Windows 8). Continuous Integration with Jenkins and Git and using the latest development tools like Android Studio. I develop using the TDD discipline (Test Driven Development). And also use modern development patterns like MVP. (Model-View-Presenter).

## **Mobile Software Engineer**

### **Game Developer at Retrowax Games**

May 2010 - November 2011 (1 years 7 months)

In charge of designing, artwork, planning and developing the multiplatform indie game called **Zombusters**. Zombusters was published on **Xbox 360**, **Windows Phone** and **PC (Desura)**. It was developed using XNA (C#), Photoshop CS2 for Pixel Art Graphics and Audacity for Sound Effects.

### **Programmer at E-TIC Sistemes**

November 2011 - July 2012 (9 months)

I worked for various clients such as **UPCNet** and **Anuntis** before being signed by them.

At **UPCNet** I worked developing and maintaining part of their collaborative tools (**Python**). Also I developed the user Dashboard and some products for the website Arts Combinatòries from the Antoni Tàpies Foundation (**Plone/Python/Javascript**).

### **Programmer at Direla Disc, S.L. (now called Zitro)**

February 2009 - May 2010 (1 year 4 months)

Programmer of Casino games using **C++**.

### **Integration Engineer at Electronic Arts**

July 2007 - October 2008 (1 year 4 months)

My work was develop "build pipelines" using Nant for integrating text, audio and video inside videogames, develop tools and also solve text translations issues in databases. Games Credited: Burnout Paradise, Dead Space, The Godfather 2, Skate 2 and The Simpsons Game.

### **Programmer at Direla Disc, S.L. (now called Zitro)**

March 2007 - June 2007 (4 months)

Programmer of Casino games using **C++**. I were there only four months because I switched to Electronic Arts in Madrid.

### **Senior Analyst & Designer at Guell Consulting**

February 2005 - January 2007 (2 years)

Designing and developing web applications using **Zope/Plone**, **Python** and **Javascript**. Also maintaining backends and systems.

### **Game Designer at Ikko Studios**

July 2004 - June 2006 (2 years)

In charge of designing, artwork, planning and developing an independent PC game called **Isomatrix**.

## **Skills & Expertise**

### **Mobile Apps**

Android Development (Java), iOS Development (Objective-C) and Windows Phone/Windows 8 Development (XAML/C#/NET). JUnit, Robolectric, XCTest.

# **Mobile Software Engineer**

## **Video Games Related**

PC, PS3 ,Xbox 360 & Windows Phone Game Development. Game Design, Localization, Scripting, Gameplay Programming, Online Gaming, XNA, C#, Mono, Monogame, C/C++, PyGame (Python).

## **Web Development**

Zope, Plone, Python, JavaScript, jQuery, JSON, HTML5 , GNU/Linux, XML, WebGL.

## **General**

MySQL, Photoshop, Audacity, Cubase, Perforce, Git, Github, Subversion. I've developed in almost all kind of environments including Linux, OSX and Windows systems.

## **Education**

### **Engineer Technic of Systems**

Original Title: Enginyeria Tècnica de Sistemes

2002 - 2008 (Not finished)

### **Technician of Analysis and Development of Computer Applications**

Original Title: Tècninc d'Anàlisi i Desenvolupament d'aplicacions informàtiques

2000 - 2002

## **Honors and Awards**

**2013 Best Apps - Segundamano.es Android** Awarded with "one of the best apps of 2013" by **Google**  
**Isomatrix** - Winner of the 'Ginger Monkey Games' Comedy contest.

## **Languages**

Catalan (native), Spanish (native), English.

## **Links of Interest**

<http://www.ferranpons.com/>

### **Zombusters**

<http://www.retrowax.com/>

<http://www.zombusters.com/>

## **Mobile Software Engineer**

### **Segundamano Apps (Android, iPhone, Windows 8)**

<https://play.google.com/store/apps/details?id=com.anuntis.segundamano&hl=es>

<https://itunes.apple.com/es/app/segundamano.es/id335034206>

<http://apps.microsoft.com/windows/es-es/app/segundamano/9530e755-5920-4ed6-a731-127651689785>

(Note: Copy&Paste the links to your browser)

Barcelona, July 2014