Adrian Blanco

Software Developer

CONTACT

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adrianblan.co
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SKILLS

Android
Java
Kotlin
Unity
Web Development
C/C++
OpenGL

AWARDS

App of the Week
XDA Developers

Top 3 Best Business Opportunity
C Awards 2016

EDUCATION

KTH Royal Institute of Technology
Master of Science, Computer Science
2011 - 2016

4.6 / 5.0 ECTS grade average.
Exchange studies at KAIST, South Korea.
Specialization in Human-Computer Interaction.
Master thesis: "Simulating High Detail Brush Painting on Mobile Devices"

EXPERIENCE

Bontouch | Software Developer
2016 - Current

- Primary responsible for the development and architecture of Coop Android, the ecommerce grocery app for one of the largest grocery chains in Scandinavia.
- Took on the role of tech lead for Coop Android, ensuring a high quality codebase through technical direction, code reviews, etc.
- Primary responsible for the development and architecture of the suite of mobile reporting apps for Swedish Railways (SJ).
- Technical mentor for master thesis interns from KTH.
- Technologies used: Kotlin, Java, RxJava, Dagger, SQL, among others.

Susumi | Software Developer, Co-Founder
2016 - 2018

Co-founded a company specializing in the development of interactive mixed reality experiences using Unity and Microsoft Kinect, which were presented at the Swedish National Museum of Science and Technology.

5 Monkeys Agency | Software Developer
2015

Developer for the Android/iOS app Clique, a clothing ecommerce store using AngularJS, HTLM/CSS, Ionic and Cordova.

We Know IT | Software Developer
2014 - 2015

Developed and designed websites using PHP and Wordpress for various companies as a consultant.

Freelance Consultant | Software Developer
2012

Worked as a freelance consultant for a software project involving low level ASIO drivers and real time audio analysis. I developed both frontend UI features and backend audio features using C++, Java and JNI.