

# Guillermo Rodriguez Delgado

Ul. Tylna 3E m.15, Lodz – Poland.

(0048) 733 530 844

[grdelgado87@gmail.com](mailto:grdelgado87@gmail.com)

<https://goo.gl/TOHOjA>

## Profile

As an experienced and highly skilled software engineer with an excellent professional background, Guillermo seeks to further develop his proficiency in a challenging position, being analytical and methodical with strong problem solving skills, quickly apprehension of new abilities and tempered attitude with commercial realism. Always investing time and effort in the cutting edge of software development.

Focusing on a UI perspective and building custom UI elements and controls for platforms allows Guillermo to decide on the right approach for a specific need.

## Key technical skills

- **Platforms:** x86/x64 (MacOS , Windows, Unix)
- **Languages:** Objective-C, WPF, C#, C++, C++/CLI, CSS, JavaScript, Html
- **Version Control Systems:** Git, SVN
- **Databases:** MySQL, SQLite
- **Technology stacks, frameworks and libraries:** Cocoa, .NET, TDD, BDD, Interop, WCF
- **Build configuration & Continuous Integration:** Jenkins, Nunit, Source control
- **SOA:** XML (SOAP) and RESTful services
- **Methodologies:** Agile, Scrum, Kanban

## Qualifications

- BA in Engineering, University of León, Spain (2011)
- Student Exchange programme at University of Kaunas in Lithuania

## Career Resume

### Senior iOS Software Engineer, Mobica, (12/2014 – onwards)

Engineering and consultancy services, spanning the breadths of software design, engineering and testing.

### Navigation Maps SDK (iPhone / iPad) 09/2015 to onwards

Navigation Maps SDK is a new set of development kit for using mainly client's mapping tools all along, it is meant to be an alternative to Apple's MapKit not only within the company but externally since this SDK will be released in the development portal for the community.

**Responsibilities:**

- Developing an SDK
- Technical leadership
- Map engine

**Technologies:** Objective-C, iOS 9, Quartz core, JSON parser, RESTful service, map component, cloud services, routing and searching, Atlassian package was used for Agile Scrum inside Scaled Agile Framework and TeamCity for CI.

### MyDrive (iPhone / iPad) 12/2014 - 09/2015

Companion app to work within navigation devices providing real time data such as traffic incidents, speed cameras and POIs, helping the user to manage the contents and services of his navigation device. besides tracking the navigation device also contains a route manager, allowing the user to plan the route before it happens and leave the app to communicate the navigation device what it has been planned. <https://goo.gl/y8wxgF>

**Responsibilities:**

- Technical Leadership
- Extreme programming
- Front layer development
- UI custom controls

**Technologies:** Objective-C, iOS 7 to 8, AFNetworking, MapKit, JSON parser, Calabash testing, REST communication, map component, cloud services, routing and searching, Atlassian package was used for Agile Scrum inside Scaled Agile Framework and TeamCity for CI.

### iOS Software Engineer, Rule Financial, (11/2013 – 11/2014)

Providing technical consulting and IT services to help investment banks, asset and wealth management and related financial institutions to excel.

### Business Continuity Plan Universal Application (iPhone / iPad)

It was a universal application to retrieve important data periodically on a background work, to have it cached on the device in case of crisis. The application communicates with a server to know when is a new update available and if so, it updates its content. The application has two views a login and a browser.

**Responsibilities:**

- Developing the application
- Rest Client
- Binary Persistence
- LDAP Connectivity
- Push notifications

**Technologies:** Objective-C, iOS 7, AFNetworking, LDAP, Push Notifications, JSON parser, RESTful service

### Summit APP Deutsche Bank

It was an iPad application to help executives manage their relation with delegates / attendees to the Summit conference. The application worked as a front layer of the web application enabling executives to list their Clients providing them with information about them including their agendas and retrieving the actual status of a person in real time. They used it to schedule events, conferences, lunch meetings.

**Responsibilities:**

- Rewriting an entire new front layer from scratch
- Developing an smart search engine
- Enhancing the look and feel of the application
- Updating the application to the latest SDK
- Substantially reducing the time of syncing
- Deploying system to the customer
- Communicating and understanding client needs with fast response

**Technologies:** iOS 7, Cocoa Touch, Objective C, AFNetworking

### TMO Reporting System

An on-line CRM System that is designed to manage the candidates (including the potential ones) and report the state of the candidates' progress within the recruitment process up to hiring. The goals were to get rid of all the excel sheets keeping all the needed data in one place. Furthermore it enabled creating relevant up-to-date and consistent reports as well as providing the governance and resourcing with the needed information. It drastically facilitated the work of recruiters and resourcing managers.

**Responsibilities:**

- Creating front layer
- Developing styling and front element behaviour
- Linking the PM and UX requirements into a common target considering the look and feel as the highest priority

**Technologies:** Javascript, CSS, HTML, Bootstrap, AngularJS

### Host Software Engineer of Large format printers, Hewlett-Packard (Leon, Spain), (04/2011 – 11/2013)

Guillermo was a Host Engineer (Desktop Software Engineer). He was working in R&D department for Large Format Printers and was responsible for 3 people team. Moreover, he communicated on a daily basis with both Customer experience team and graphic design team through the user interface in order to avoid misunderstandings as well as to raise the accuracy of task definition and completion. Having knowledge of the most common UI technologies used, and being focused on the latest innovations, allowed him to determine the best approach according with the designers and developers.

### HP Designjet Service Driver

Service Driver was a desktop utility that provided an extra help using the large format printers -HP ePrinter T120, T920, T520, T1500

**Responsibilities:**

- Developing the front-end
- Creating custom controls such as printer simulators
- Working close the UX team to enhance the look and feel, and usability

**Technologies:** .NET, C#, C++, C++/CLI, WPF

### HP ePrint & Share Upload manager

Upload Manager was an upload manager that tracked the workflow of printouts uploaded to the cloud.

**Responsibilities:**

- Developing the front-end
- Creating custom controls such as printer simulators

**Technologies:** .NET, C#, WPF, WCF

### HP ePrint & share

It was an application that provided the possibility to print in your local printer from the cloud.

<http://www.hp.com/go/eprintandshare>

**Responsibilities:**

- Developing the front-end
- Creating custom controls such as printer simulators
- Working close the UX team to enhance the look and feel, and usability

**Technologies:** .NET, C#, WPF, C++

### HP Instant Printing Pro

It was a printing utility that simplified the large-format print workflow from file preparation to print, processing. <http://www.hp.com/go/hpinstantprintingpro>

**Responsibilities:**

Creating custom controls such as printer simulators

Developing Front-end

Technologies: WPF, C#, .NET, C++

### Freelance Software Developer (iOS), Mobile applications, (11/2010 - 11/2013)

Freelance developing in mobile technologies.

### Jumpy Chewie ([goo.gl/OPSLfp](http://goo.gl/OPSLfp))

Jumpy Chewie was a universal game for iOS (iPhone and iPad) written in Objective-C using SpriteKit, consisted on jumping around with "Chewie" a chewing gum in the mouth of a monster, the complexity of the game consisted on avoiding the monster's teeth. With the time the complexity was increasing due increase of velocity and quantity of obstacles.

**Responsibilities:**

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[me@guillermord.com](mailto:me@guillermord.com)

- Designing and developing the application
- Creating custom UI controls to enhance the usability
- Image processing
- Sprite Kit

**Technologies:** iOS 7, SpriteKit, Objective-C.

### Urban Forms ([goo.gl/wzUWVF](http://goo.gl/wzUWVF))

UrbanForms is an application to complement the yearly urban art festival with the same name happened in the city of Lodz, Poland. With the application the user is able to navigate into every mural painted in the city, get to know the author, the foundation and be up to date with the event.

#### **Responsibilities:**

- Designing and developing the application
- Creating custom UI controls to enhance the usability
- Web Harvesting (Scraping).
- Image processing
- Core Data

**Technologies:** iOS 7, HTML Parsing, Objective-C.

### MigawKarta ([goo.gl/iv8aoc](http://goo.gl/iv8aoc))

An application that allows tracking all public transportations of the city of Lodz, including management of local travel-card called "Migawka". Including features such as expiration alerts, latest news and changes, live timetables and historical records of payments.

#### **Responsibilities:**

- Designing and developing the application
- Creating custom UI controls to enhance the usability
- Web Harvesting (Scraping)
- Binary persistence

**Technologies:** iOS 7, HTML Parsing, Objective-C.

### iUle (<http://iule.unileon.es>)

It was an iOS application for the University of León which connected with existing University platform allowing students and faculty to access all the crucial information (emails, contacts, information about lectures, slides from lectures, etc) using their iPhones & iPods. It composed of dashboard, list view and account screens. It had to be held up to the rigorous external security testing.

**Responsibilities:**

- Designing and developing the application
- Creating custom UI controls to enhance the usability
- Integrating 3er party C++ Controls as a Radio station
- Including a secure persistence layer for storing personalisation

**Technologies:** iOS 3, later updated to iOS 5, Core Data, SQLite, XML parsing, Objective-C, C++, 3er Party Libs

**Blizzability (<http://www.bizzability.com/>)**

A framework for publishing applications dynamically called from a CMS. It contained a personalities module, which loaded content according to the data received. There were two ways developed - offline and online load of data. Blizzability was a native application that communicated with a web application to manage the content by the user, allowing quick updates.

**Responsibilities:**

- Developing the application
- Creating the following features:
- Social Network connection
- Categorised food menu with category images, descriptions and prices
- GPS map showing nearest places in the app
- Calendar list ordered by date and time
- List products and services in your app with image, description and price
- Feed PDF content into the app such as brochure.
- Audio/Video Stream, or cache audio files locally for offline listening
- RSS newsfeed
- Feedback and Error report
- Custom load for web apps
- Voucher Push notification
- Skin customization

**Technologies:** Objective-C, iOS 6, XML parser, JSON parser, RESTful service

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