

Germán Gómez

iOS Developer

Contact

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Programming

🍏 Swift, Objective-C,
C++, PHP, Ruby,
♥ L^AT_EX, MATLAB,
JavaScript,
CSS3 & HTML5

iOS Frameworks

AVFoundation,
CoreData, Social,
CoreMotion,
CoreLocation, MapKit,
UIKit, CoreBluetooth,
SpriteKit & WebKit

Languages

Spanish : Native
language.
English: Intermediate
(A2).

Personal Interests

- Play Go (Abstract strategy game).
- Running.
- Play Soccer.

Currently: M.Sc. Artificial Intelligence, iOS Developer at mvpLAB.

Fields: Project Management, Electronics and Software Development, Scrum

Prefers: Swift, Objective-C, C++, PHP, Assembly, Git

Experience

Professional Experience

2016–Now **mvpLAB Ltd, Startup Accelerator Lab** , London, United Kingdom
iOS Developer

Participant in the development of next native apps:

- Olitool app.
- Ilocum app.
- GAYDAR app (currently).

2015–2016 **Araneus C.A.** , Barquisimeto, Venezuela
Development Team Lead & Backend Developer - Pollinion App.

- Chief Developer of the Pollinion App.
- Developer Pollinion App using Swift language for iOS devices, with dependency manager in COCOAPODS and use the Firebase for push-notifications.
- Developer of the platform for Pollinion app based on a Restful services with PHP-Laravel framework.
- Manage Postgresql database administration assignments for diverse Apps Services.

2013–2015 **Diodotec C.A.** , Barquisimeto, Venezuela
Electronic Design Engineer & Software Development

- Automations process with PIC, Atmel, Arduino and Raspberry devices
- Develops project with GSM-GPRS, RS-845, XBee and USART connections. Develop interface design with VB.net, PHP and mysql.

2011–2013 **DSPElectronic C.A.** , Barquisimeto, Venezuela
Electronic Design Engineer

- Developing and implementing research and development procedures and techniques for traffic lights
- Hardware design and firmware development of traffic lights controllers, traffic lights counters and develop remote connections (Green wave for series of traffic lights) by RS- 485 and wireless connection.

2011–2013 **Consejo Legislativo del Estado Lara** , Barquisimeto, Venezuela
Technical Support Specialist

- Developer intranet Fondo Documental Lara.
- Technical Support in Consejo Legislativo del Estado Lara.

Academic Experience

2015 **Univ. Fermín Toro** , Barquisimeto, Venezuela
Speaker

XIII Jornadas de Borrosidad y Sistemas Difusos, Topic: Fuzzy Logic Toolbox Vs Xfuzzy

- 2012 **Univ. Yacambú** , Barquisimeto, Venezuela
Competitor
 Premio Eureka a la Innovatividad Universitaria, Work: Automating the process of in vitro propagation of horticultural plants, using a temporary immersion system
- 2009 **Univ. Yacambú** , Barquisimeto, Venezuela
Teaching assistant, UTA
- Prepare and teach issues related to Systems Electronics Analog and Digital.
 - Prepare and teach issues related to Microcontroller Programming for Pic and Atmel.

Education

- 2014–2017 **M.Sc.** Artificial Intelligence , Univ. Centroccidental Lisandro Alvarado
 Master Thesis: Fuzzy logic algorithm for selecting projects for mobile applications using vague criterias.
 Relevant research activities:
- Developed of a Genetic Algorithm for six-hump camel function and others functions in C++.
 - Use of MobileRobots' Advanced Robot Interface for Applications (ARIA) in C++.
 - Data Mining with Open Source Machine Learning Software in Java (Weka 3).
 - Develop of fuzzy systems in MatLab and X-Fuzzy.
- 2006–2010 **Bachelor** of Electronic and Computer , Univ. Yacambú
 Thesis: Automating the process of in vitro propagation of horticultural plants, using a temporary immersion system
 Design and Developed of the SCADA System for the in vitro laboratory.

Certifications

- 2016 **iOS Development for Creative Entrepreneurs Specialization** , University of California Irvine
 This Specialization focuses on the basics of iOS application development, include uency in Objective-C and UIKit and SpriteKit user interface concepts, and learn to leverage networking, security, audio, video, location, and sensor frameworks
- 2016 **iOS Development Specialization** , Tecnológico de Monterrey
 This Specialization focuses on the basics of iOS application development, include uency in Swift and UIKit and SpriteKit user interface concepts, and learn to leverage networking, security, audio, video, location, and sensor frameworks
- 2016 **Ruby on Rails: An Introduction** , Johns H. University
 Explore how to build web applications with the Ruby on Rails web application framework, which is geared towards rapid prototyping. Professionalized in research methods, software development and e-assessment

Working hard to keep things simple.