Guillermo Muntaner Perelló

Living in Floridsdorfer Hauptstr. 14/6/16, 1210 Vienna.
Born on August 26th 1987 in Palma de Mallorca, Spain.
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EDUCATION

2013: Telecommunications Engineer. Barcelona School of Telecommunications Engineering (ETSETB). Polytechnic University of Catalonia (UPC). 5 years duration and 311.3 ECTS, equivalent to the European EQF 7 of a Master's Degree.

PROFESIONAL WORK EXPERIENCE

Jan. 2015 - April 2017: Mobile developer @ For a serial entrepreneur.

Developed several mobile app projects with a Spanish serial entrepreneur:

- **Topic** (Oct 2015 – April 2017): A full-fledged social network where users follow topics, not people. I was in charge of leading the technical side and develop the mobile clients. We launched in Spain and focused efforts on the Android app but I also build an IOS client in Swift so we could release on both platforms. The app has been published since Sept. 2016. Links to Android & iOS stores (available only in Spain): https://play.google.com/store/apps/details?id=com.topic.android https://itunes.apple.com/es/app/topic-unete-a-la-conversacion/id1151407336?mt=8
- **Pares** (March 2015 – August 2015): Clone of the dating app Happn to be released in South America. Developed the Android app and the Parse backend. Cancelled when the original Happn app launched.
- **Mine** (Jan. 2015 – Feb. 2015): A gift-sending app. Developed the IOS app and the Parse backend. Planned for San Francisco, got cancelled due to relocation.

May 2014 - March 2016: Image Processing Engineer @ Modaporcolor.

Developed algorithms to extract information (color, shapes, patterns and types of clothes) from fashion products images. Worked with C++, the OpenCV library and MySQL. https://modaporcolor.com/

2012 – currently: Indie developer.

Developed several small mobile apps and games. One of my first Android apps, Dlogic, a simple logic quiz game, accumulates over 1.7 million downloads. https://play.google.com/store/apps/details?id=com.gmpsoft.dlogic

May 2012 – June 2013 – Final degree project @ ETSETB for Mitsubishi

Developed several algorithms for saliency detection & automatic image cropping to be used in Mitsubishi Photo Kiosks. Worked in C++ with a custom library developed in the Image Processing Group. Published a paper with some of the results in the IEEE International Conference on Image Processing 2013: http://ieeexplore.ieee.org/document/6738683/?reload=true

SKILLS

IOS:

Medium knowledge of Cocoa Touch APIs and Apple Guidelines. Worked with both Objective-C and Swift (2&3) languages. Experience working with Xcode and Interface Builder. Experience publishing iOS apps and going through the review process. Experience working with popular libraries for networking (Alamofire), mapping (ObjectMapper), image caching (Kingfisher), storage (Realm) and UI components (DZNEmptyDataSet, SVProgressHud, …).

Android:

Advanced knowledge of Android APIs, its evolution since 2.3 version, and the compat, design and services libraries. Experience working with Android Studio, Gradle and Proguard, building and publishing apps to Google Play. Advanced knowledge of Android/Java popular libraries like Okhttp, Gson, Retrofit, Picasso/Glide, Realm, Jsoup. Basic knowledge of JNI and NDK to interact with C++ libraries.

Popular services / APIs:

Experience working with 3rd party services and their iOS and Android SDKs. Knowledge of the Facebook platform, its SDKs and its publishing process; the Google platform, GCM, Analytics, Signin, Firebase and Admob; the Fabric platform, Twitter, Crashalytics and Branch. Worked with popular services like Parse, Stripe, AppsFlyer, Layer, GetStream and several Ads providers. Experience designing and working with internal and external APIs.

Developer tools & services:

Version control with Git and Subversion, repositories in Github and Gitlab. Project management with Asana. Dependency management with CocoaPods and Gradle.

UI, UX & design tools:

I am familiar with Apple IOS7+ and Google Material designs and guidelines. I worked with Sketch and Photoshop and I can do basic designs, work with templates and export assets with them. I have experience analysing user behaviour and interface usability.

Others:

Moderate knowledge of Cocos2D-x and Unity game engines. Basic knowledge of many web technologies; Javascript, Node, Express and currently playing a bit with React and React-native.

I can write and speak English, Spanish, Catalan und ein bisschen Deutsch (A2.1).

I have driving license and a car in Vienna.