HUGO ALONSO LUIS

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Profile

Under my belt there are 8 years of professional experience in Software Development, 5 of them focused on development for Apple platforms. Recognized consistently for performance excellence and contribution to success. Strengths in iOS using Swift backed by training in Computer Science and iOS app crafting. I have contributed to 12 different apps that have been deployed to the App Store.

Education

iOS Lead Essentials,

Essential Developer Academy

Online (Oct 2020 – Current)

MSc in Computer Science and Technology,

University Carlos III of Madrid

MADRID, SPAIN (2018)

BE in Computer Engineering,

Technological University of Havana

HAVANA, CUBA (2012)

Spoken Languages

Spanish – Native
English – Fluent
Dutch – Basic (2.1-2.2)

Lead iOS Engineer	Zappware	8/2020 - Current

- Leading the team into assuming a culture of progressive improvement.
- TDD Advocate
- Worked closely with software development and testing team members to design and develop robust solutions to meet client requirements for functionality, scalability and performance.
- Solved conflicts between coworkers in a search of a friendly work environment.
- Prepared detailed reports on updates to project specifications, progress, identified conflicts and team activities.

iOS Engineer	Zappware	10/2018 - Current
	Freelance	2015 - 2017
	Level6	2014 - 2016

- Creating concept-to-market apps (12 apps published in the AppStore)
- Building apps on a wide range: Games, Health, Utility, RSS Feed, Marketplaces, Co-working Spaces, Social Networks, Video Streaming.
- Close work with Designers (UI/UX) and QA, improving the design, performance and usability of our products.
- Full development of features from design to implementation.

Experience working with:

- Patterns such as **MVC**, **MVVM**.
- Apple Watch (2 apps published with Apple Watch component)
- Dependency Managers (*Carthage, Cocoapods, SPM*)
- Local Storage (*CoreData, Realm, Cache*)
- Unit/UI Testing using *XCTests*, *Quick and Nimble.*
- Storyboard and programmatic interfaces (SnapKit).
- Maintaining legacy code and improve upon it.
- Keeping track of analytics for the app and crash reports by using Firebase (previously worked with BuddyBuild and Fabric) and tailored solutions.

Tech Stack:

- *iOS, Swift, RxSwift, Swinject, Redux, TDD, SOLID, AutoLayout.*

Experience (by Technology in years)

Java (Desktop, Web, Mentoring)	9y
Swift (See above)	5y
Lecturer	4y
Pattern Recognition & Parallel Computing (CUDA, OpenCL, OpenCV)	2y
Android Development (Java)	2y
Web Development (NodeJS, .Net, Java)	1y

Other achievements:

- ACM-ICPC 2009 (Regional winner)
- DevPost 10/14 (Android + Samsung Gear 2)

Interests & Other details

Technology and personal growth, business, blockchain, reading, dancing, traveling, Cuba, OpenSource, photography, teaching, videogames, AI.

I'm used to Agile environments filled with a research-intensive part.