



HUGO ALONSO LUIS

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Hasselt, Belgium

Profile

I am a highly experienced software developer with over a decade of professional expertise across several domains. I have consistently been recognized for my exceptional performance and significant contributions to the success of various projects. I have played a key role in the development and deployment of 15 successful apps on the App Store.

Education

iOS Lead Essentials,

Essential Developer Academy

Online (Oct 2020- Oct 2021)

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)

Interests & Other details

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

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

Staff Engineer

Nodalview

6/2022 – Current

- Lead the integration of tools and processes for the improvement of the projects health and maintainability.
- Introduced and coached about the usage of a VIP based architecture for new features, allowing for greater scalability.
- Aided in the increase of the test coverage and modernize the project structure via the introduction of modules.
- Created a super performant video editor based on AVFoundation and improved a few processes around camera capture.

Senior Engineer

Napoleon Sports & Casino

4/2020 – 05/2021

- Hired as an “arrowhead” lead to assist in the creation of a big and completely new team in a “greenfield” project. Expectations were not met as hiring was cancelled due to “a lack of talent in Belgium.”
- Created a wrapper between a provider of web-based betting sports and a new version of the sports app for the company.
- Worked in collaboration with a remote team.

Senior iOS Engineer

Easy Banking Business
@BNP Paribas Fortis

6/2021 – 3/2022

- Questioned the architecture and improved the interpretation of VIPER that was being used, leading to a more “cleaner architecture”.
- Reinstated the full test suite and introduced the concepts of TDD and pairing as well as snapshot testing and code reviews.
- Started knowing almost nothing about Objective-C and with the fear that it could be a blocker, happy to see that it was not the case.
- Used “modern” language constructs such as generics for reducing the amount of code needed to implement new features.

Lead iOS Engineer

Nexx4 @Zappware

10/2018 – 06/2021

- Leading the team into assuming a culture of progressive improvement.
- 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.

General and Previous iOS Experience

2014 – 2023

- Contributed to successful deployment of 15 apps in the AppStore.
- Building apps on a wide range: Games, Health, Utility, RSS Feed, Marketplaces, Co-working Spaces, Social Networks, Video Streaming, Camera, Video Edition.
- Experience with UI Patterns such as **MVC, MVVM, VIPER**.
- Apple Watch (2 apps published with Apple Watch component)
- Unit/UI Testing using *XCTests*, *Quick and Nimble* and *SnapshotTesting*.
- Storyboard and programmatic interfaces via AutoLayout or SnapKit. Limited experience with SwiftUI.
- Maintaining legacy code and improving upon it.
- TDD and Pair Programming.