



HUGO ALONSO LUIS

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Profile

Under my belt there are 9 years of professional experience in Software Development. Recognized consistently for performance excellence and contribution to success. I have contributed to 13 different apps that have been deployed to 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, videogames, AI. I'm used to Agile environments filled with a research-intensive part.

Senior iOS Engineer

Easy Banking Business

@BNP Paribas Fortis

6/2021 – Current

- 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

8/2020 – 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.

iOS Engineer

Nexx4 @Zappware

2014 – 2021

Freelance

Level6

- 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.
- Patterns such as **MVC, MVVM, VIPER**.
- 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* and *SnapshotTesting*.
- Storyboard and programmatic interfaces (*SnapKit*).
- Maintaining legacy code and improving upon it.
- Keeping track of analytics for the app and crash reports by using Firebase (previously worked with *BuddyBuild* and *Fabric*) and tailored solutions.
- TDD and Pair Programming.
- *iOS, Swift, Objective-C, RxSwift, Swinject, Redux, TDD, SOLID, AutoLayout*.

Experience (by Technology in years)

- | | |
|---|----|
| • Java (Desktop, Web, Mentoring) | 9y |
| • Swift (See above) | 6y |
| • 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)