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| page1image1376880  **HUGO ALONSO LUIS**  +32 499903892 [hugoalonsoluis@gmail.com](mailto:hugoalonsoluis@gmail.com)  [halonso.dev/projects](https://www.halonso.dev/projects/) 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.  Familiar with Agile environments that involve a research-intensive aspect. | |  |  |  |  | | --- | --- | --- | --- | | **Staff Engineer** | **Nodalview** | | **6/2022 – Current** | |  | |  |  |  |  | | --- | | * Led the implementation of tools and processes to enhance the health and maintainability of projects. * Implemented a VIP-based architecture for new features, resulting in increased scalability while establishing a robust testing strategy to improve the stability and control of the project. * Reorganized the project structure and deployment process to improve efficiency. * Incorporated the concept of modularity to enhance code organization and maintainability. * Developed a high-performing video editor using AVFoundation * Improved the camera capture process. |  |  |  |  | | --- | --- | --- | | **Senior Engineer** | **Napoleon Sports & Casino** | **4/2022 – 5/2022** | |  |  |  |  |  | | --- | | * 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. |  |  |  |  |  | | --- | --- | --- | --- | | **Senior iOS Engineer** | **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”. * Reinstituted the full test suite and introduced the concepts of TDD and pairing as well as snapshot testing and code reviews. * Despite having limited knowledge of Objective-C, I was able to quickly adapt and effectively contribute to the project. * Used “modern” language constructs such as generics for reducing the amount of code needed to implement new features.  |  |  |  | | --- | --- | --- | | **Senior iOS Engineer** | **Nexx4 @Zappware** | **10/2018 – 6/2021** | |  |  |  |  * Lead 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 iOS Experience** |  | 2014 – 2023 |  |  | | --- | | * Contributed to the 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**. * Experience with Apple Watch (2 apps published with Apple Watch component) * Unit/UI Testing using *XCTests*, *Quick and* *Nimble* and *SnapshotTesting.* * Experience with Storyboard and programmatic interfaces via AutoLayout or SnapKit. Limited experience with SwiftUI. * Experience with maintaining legacy code and improving upon it. * Experience with TDD and Pair Programming. | |
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| page1image1376880  **HUGO ALONSO LUIS**  +32 499903892 [hugoalonsoluis@gmail.com](mailto:hugoalonsoluis@gmail.com)  [halonso.dev/projects](https://www.halonso.dev/projects/) Hasselt, Belgium  **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”. * Reinstituted 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 Freelance**  **Level6** | 2014 – 2021 |  |  | | --- | | * 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) * Swift (See above) * Lecturer * Pattern Recognition & Parallel Computing (CUDA, OpenCL, OpenCV) * Android Development (Java) * Web Development (NodeJS, .Net, Java) | 9y  6y  4y  2y  2y  1y |   **Other achievements:**   * ACM-ICPC 2009 (Regional winner) * DevPost 10/14 (Android + Samsung Gear 2) |
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