



## HUGO ALONSO LUIS

Full Stack Mobile Engineer

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<http://bit.ly/halonso-devstory>

Hasselt, Belgium

### Profile

I have been doing a lot of "mobile" for some years now. It started as a hobby and later it got into me like Nutella.

I'm an advocate of new techs, my contributions to the startup sphere have led me to be able to wear multiple hats. Among them is possible to find those corresponding to *Marketing* and *Design*.

On my portfolio, there are several completely different apps in which I have contributed in many ways.

### Languages

Spanish – Native

English – Fluent

Dutch – Basic (2.1-2.2)

### Education

BE in Computer Engineering,

Universidad Tecnológica de La Habana

HAVANA, CUBA

MSc in Computer Science and Technology,

Universidad Carlos III de Madrid

MADRID, SPAIN

### Experience

#### iOS Engineer

Level6

10/2014 – 10/2016

Freelance

2015 - 2017

Zappware

10/18 - Current

- Creating concept-to-market apps (Several apps published in the AppStore) *Some of those are no longer available*
- Apple Watch (2 apps published with Apple Watch component)
- Experience with **MVC, MVVM, VIPER**.
- Built apps on a wide range: Games, Health, Utility, RSS Feed, Marketplaces, Co-working Spaces (booking), Social Networks, Video Streaming.
- Dependency Managers (*Carthage, CocoaPods, SPM*)
- Experience with Auto-Layout and no-storyboard alternatives (*Snapkit*)
- Analytics (*Buddybuild, Fabric & Firebase*)
- Local Storage (*CoreData, Realm, Cache*)
- Other techs & Kits (*GameKit, MapKit, Instruments, RxSwift, TextKit, Swinject, Redux, etc.*)
- Close work with Designers (UI/UX) and QA, improving the design, performance and usability of our products.
- Unit/UI Testing using *Quick, Nimble* and *XCTest*.

#### Android Engineer

Spissa

2013 – 2014

Freelance

2014 – 2015

uc3m

2017 – 2018

- Reverse Engineering Android binaries.
- PSD-to-Pixel Perfect
- Contest Participation Android + Samsung Gear 2 (*DevPost 10/14*)
- Show meaningful information regarding the caller.
- Other Techs & Kits (Location, Maps, Animation).

#### Web Engineer

AOShield

2014

uc3m

2017 – 2018

- API Design & Development (*OpenAPI /Swagger, WordPress, Node*)
- Frontend & Backend using CMS & vanilla solutions (*UMBRACO, Node, HTML5/CSS/JS, jQuery, JSF, Prime Faces*)
- Relational & no-SQL Database (*Postgres, SQL, MongoDB, etc.*)
- Testing with Jasmine (*JavaScript*), Junit (*java*).
- Deployment using containers (*Docker*)

#### Other experiences (in years)

- Java (Desktop, Web, Teaching) 9y
- Lecturer 4y
- Pattern Recognition & Parallel Computing 2y
- Researcher 2y

#### Interests & Other details

Technology and personal growth, business, reading, dancing, traveling, foreign languages, OpenSource & Stack Overflow Collaboration, photography, teaching, videogames, AI.

I'm used to Agile environments filled with a research-intensive part. I have experience on both sides of the equation, sometimes leading a team, others, contributing to it.