



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 (learning)

Education

BA in Computer Engineering,

Universidad Tecnológica de La Habana

HAVANA, CUBA, 2007-2012

MSc in Computer Science and Technology,

Universidad Carlos III de Madrid

MADRID, SPAIN, 2016-2018

Experience

iOS Engineer

Level6 10/2014 – 10/2016

Freelance 2015 - 2017

Zappware 10/18 - Current

- Creating concept-to-market apps (7 apps published, 1 reserved for to be soon released into the Open source community and 5 on the go) *Some of those previously published are no longer available*
- Apple Watch (2 apps published with Apple Watch component)
- Experience with **MVC**, **MVVM**, and for a short time **VIPER**.
- Built apps on a wide range: Games, Health, Utility, RSS Feed, Marketplaces, Co-working Spaces (booking), Social Networks, Streaming.
- Dependency Managers (*Carthage*, *CocoaPods*)
- 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*, *UIKit*, *Swinject*, *Redux*, etc.)
- Close work with Designers (UI/UX) and QA, improving the design, performance and usability of our products.
- Unit Testing and UI Testing using *Quick*, *Nimble* and native support.

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*, *PrimeFaces*)
- 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 & StackOverflow 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.