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| page1image1376880  **HUGO ALONSO LUIS**  Full Stack Mobile Engineer  +32 499903892 [hugoalonsoluis@gmail.com](mailto:hugoalonsoluis@gmail.com) <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. |
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