HIGUERA HAROL

Mobile Developer - Electronic Engineer

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OVERVIEW

Experienced mobile developer, quick and enthusiastic learner with solid theoretical and practical academic background in Electronic Engineering, software and maths, over 5 years of experience on Android development, IOS development, server side development and architecture and product development engineering.

❖ CORE STRENGTHS

- Creative
- Tidy and organized
- Programming
- Theoretical and practical engineering
- General Math
- Open minded to explore multidisciplinary fields of engineering

- Fast learner
- Good attention to detail and design
- Deadline-oriented
- Committed
- Strong problem solving skills
- Honest and punctual

❖ INDUSTRY KNOLEDGE

- Android Development.
- IOS development.
- Backend applications architecture and development (Java).
- Control Systems Design.

❖ TECHNICAL SKILLS

STRONG PROGRAMING SKILLS:
- Android Java
- Swift
- Java

OTHER PROGRAMING SKILLS:
- SQL
- Objective C.
- C
- Matlab
- PHP
- Java Script

MOBILE DEVELOPMENT EXPERIENCE:
- Native mobile development
- Android Studio
- X-code
- Git
- Jira, Trello, Gantt Chart
- Firebase products integration.
- Google APIs integration
- Stripe API
- Geo-location
- Deployment of mobile applications
- Integration with remote servers and third parties.
- UI concept design

IOS DEVELOPMENT:
- **Experience**: 3 years.
- Languages: Swift, Objective C.

ANDROID DEVELOPMENT:
- **Experience**: 5 years.
- Languages: Java.

- Tools: X-Code
- Architectures: MVC, Singleton.
- Responsive performance according to design requirements for multiple devices.
- In-app purchases.
- Development, testing and distribution.
- Recent libraries and development tools: Alamofire, AlamofireImage, RealmSwift, Line SDK, Facebook SDK, Firebase.

- Tools: Android Studio, Genymotion, Postman.
- Responsive IUs for multiple screen sizes and screen densities.
- Support libraries and UI Android Design Guidelines.
- Android design patterns: Dependency Injection, Module view presenter MVP.
- Bluetooth.
- Recent libraries and development tools used: Retrofit, Dagger 2, RxJava, RxAndroid, Picasso, Glide, Butterknife, LeakCanary, Espresso, Mockito.

SERVER APPLICATIONS:
- **Experience**: 2 years
- Languages: Java, SQL
- Java/JEE applications (Spring Boot, JPA, Hibernate)
- Tools: Eclipse, Oracle Data Modeler, PGAdmin 4, Postman, ngrok, Gradle.
- Databases: Postgres, Firebase-firestore
- MVC design pattern
- Server application architecture for a mobile application service.
- Restful API
- Interaction with third parties such as Firebase and Stripe for payments purposes.
- Unit Testing.
- API documentation
- Clean code
- AWS deployment and multiple configurations.
- Experience with Blockchain based systems and Cryptocurrencies.

ELECTRONIC ENGINEERING:
- Control design.
- PCB development.
- Simulations and testing.
- Components procurement.
- Microcontroller based systems.
- Microprocessor Based Systems
- Analogue circuit design.
- Programing languages: C, Assembler.
- Development Tools: Visual Studio, Arduino, KiCad, Eagle, Orcad Suite. Matlab.

OTHER: UML, DRBFM, Illustrator, Photoshop, Matlab, Simulink, Labview, Ms Excel, Ms Word, Ms PowerPoint.

❖ EXPERIENCE

Mobile Application Architect and developer Beepnow, **Osaka, Japan**	**04/2017 to Present**

https://beepnow.io/

DEVELOPMENT TEAM: 1 member

DUTIES:
- Design of total mobile application and back end services according to requirements.
- Development of back end services.
- Development of IOS mobile application.
- Testing.
- Deployment of back end application in Amazon web services.
- Deployment of IOS application to apple store.
- Creation of Restful API documentation for mobile applications and Admin Portal.
- Work in cooperation with Malaysian company in charge of creating crypto wallet service for payments.
- Travel abroad in order to attend to events related to the business.

ACOMPLISHMENTS:

- Dramatically increased experience in architecture design of complex mobile applications solutions and development with Spring Boot framework.
- In cooperation with the Malaysian company BTM, we achieved the design of a solution for payments and transactions for the business model involving a crypto currency.

PROJECTS:

BEEPNOW APP

> **Description**: A mobile application that connects "service seekers" and "service providers" together, allowing people to earn income on a freelance basis.
> **Role**: IOS Developer. Designer (Illustrator, Photoshop)
> **Languages**: Swift.
> **Country of releasing**: Japan.
> **Features**: User location, Consumes restful based API services, Push notifications, login with Facebook and Line SDKs, mobile number verification, chat implementation using Firebase-firestore DB. Escrow business model implementation.

BEEPNOW BACKEND SERVICES

> **Description**: Java/JEE application service for beepnow app.
> **Role**: Application architect, backend developer.
> **Languages**: Java, SQL.
> **Features**: Spring boot based application, MVC design pattern, Oauth2, Postgres DB, Strong integration with Stripe API for marketplace kind of business logic, Firebase integration for authentication and storage purposes, Usage of Sengrid services, AWS S3 storage. Spring Restdocs Asciidoctor for documentation purposes.

Mobile Developer Launchpad D Pty Ltd, **Sydney, Australia**	**10/2015 to 04/2017**

https://launchpadd.com.au/

DEVELOPMENT TEAM: 10 members

DUTIES:
- Responsible of developing mobile applications totally or in cooperation with other developers.
- Developer for Android and IOS platforms.
- Agile development, daily scrum.
- Development under deadline and estimation
- Testing.
- Occasionally cooperate with Spring boot back end application development.

ACOMPLISHMENTS:
- Acquired lots expertise and knowledge on mobile development in general and best practices.
- Increased development speed mainly to develop in Android Java and Swift.
- Become the best Android developer in the team, for better architecture solutions and better performance.

PROJECTS:

BLINK

> **Description**: A mobile application that allows finding deals and discounts on bars and venues nearby. Also, allows individuals to check in venues so people could know the attendance and where is the fun taken place. The entire system consists of server application, content management system and mobile applications for Android and IOS platforms.
> **Role**: Android developer.
> **Languages**: Java.
> **Duration**: 7 months.
> **Country of releasing**: New Zealand.
> **Features**: User location, Consumes Restful API, Image gallery, Push notifications using GCM, Facebook SDK.
> **URL:** http://www.blinkentertainment.com.au/

IFISHCOMPS

Description: Mobile application to publish and discover galleries, catches and information about fishing events and competitions.
Role: Android developer, IOS developer, back end programmer.
Languages: Java, Objective C, php.
Duration: 3 months.
Country of releasing: Australia.
Features: Interaction with remote server, Image and video galleries, PayPal payment integration, App featured for users and administrator.
URL: http://www.ifishcomps.com/

PUG CHALK

Description: An application made for pug's lovers who want to share customized pictures of their pugs by adding, and customizing stickers from collections which can be free or paid.
Role: IOS developer.
Languages: Swift.
Duration: 4 months.
Country of releasing: Australia.
Features: Custom UIViews with gesture recognizers. Core Image framework, Amazon Simple storage service ASW S3, In-app purchases.
URL: http://babychalk5.wixsite.com/babychalk

VIVID

Description: IOS and Android application developed for Vivid Cleaning Services Pty Ltd in order to integrate into the company Management System to improve the quality of their services by providing accurate time and positioning when employees enter and leave a site as well as share issues and reports in real time.
Role: IOS developer.
Languages: Objective C.
Duration: 3 months.
Country of releasing: Australia, Belrose NSW.
Features: Geolocation, Interaction with API and databases, Barcode reading, push notifications.
URL: http://www.vividservices.com.au/

NOQ

Description: This app allows people who attend festivals to order their favourite food and drinks from stalls nearby. It communicates with a remote server and includes content management system and mobile application for IOS and Android devices.
Role: Android developer.
Languages: Java.
Duration: 4 months.
Country of releasing: Australia, Sidney NSW.
Features: User geographic location, consumes Restful based API service, push notifications, Braintree integration for payment purposes, beautiful design.
URL: https://www.noq.zone/

Electronic Engineer, Control design ASAHI VISION**, Nagoya, Aichi, Japan**	**04/2015 to 09/2015**

http://www.asahi-vision.com/

DEVELOPMENT TEAM: 18 members

DUTIES:
- Control design of Auto alignment mechanism of ophthalmic equipment,
- Development of algorithms.
- Carry on simulations in Matlab.
- Drawing of control flows of multiple mechanisms.

ACOMPLISHMENTS:
- I had the first experience working in a Japanese culture atmosphere.
- Acquired lots of experience using DRBFM, Design Review Based on Failure Mode as a development management system.
- Learn a lot about machines development and detection of failures.

❖ EDUCATION

Bachelor of Applied Science - BASc: Electronic Engineering and telecommunication systems.
INDUSTRIAL UNIVERSITY OF SANTANDER (UIS)
12/2013 Bucaramanga, Colombia.

English and Business
THE LONDON SCHOOL OF ENGLISH
10/2011
London, United Kingdom

Seminar: Android Systems and Geolocation Principles.
RADIOGIS, TELECOMMUNICATIONS RESEARCHING GROUP, UIS
10/2012
Bucaramanga, Colombia.

❖ LANGUAGE SKILLS

- <u>JAPANESE</u>

Level: Daily conversational, Basic writing.
Certificate: JLPT N3.   Score: 70/180.   December 04, 2016, Nagoya.

- <u>ENGLISH</u>

Level: Fluent
Certificate: IELTS. Score: 7.0 / 9.0.   April 23, 2012, London.

- <u>SPANISH</u>

Native level.