HIGUERA HAROL

Mobile Application Engineer

❖ SUMMARY

I have over 7 years of development experience in the IT industry building mostly mobile applications to a great variety of clients. Since I started my career **as a mobile** engineer, I gradually had the opportunity to participate in multiple projects for Android and iOS platforms while keeping up with the emerging technologies for both platforms. I have focused my skills on **mobile** development because I find it very enjoyable and rewarding. The development tools are great and sweet end products can be properly built.

I enjoy all the challenges this industry offers; delivery, leadership, technology, customer satisfaction, innovation and on-going learning. Each project is different.

❖ TECHNICAL SKILLS

STRONG PROGRAMING SKILLS:

- Swift
- Kotlin
- Dart
- Java

OTHER PROGRAMING SKILLS:

- SQL
- Objective C.
- TypeScript
- JavaScript

MOBILE DEVELOPMENT EXPERIENCE:

- Git.
- Automated distribution with CircleCI.
- Native and Flutter development.
- Jira, Trello, Gantt Chart, Scrum,
- Firebase products integration.
- Maps and location features.
- Unit Test
- High integration of WebViews.
- Realm, SQL, Core-Data.
- Favourite Architecture: MVVM
- Development, testing and distribution.

IOS DEVELOPMENT:

- **Started** 5 years ago.
- Languages: Swift, Objective C.
- Architectures: MVVM, Singleton.
- Responsive performance according to design requirements for multiple devices.
- In-app purchases.
- Automatic distribution with CircleCI, Fastlane and Firebase Distribution.
- Development, testing and distribution.
- Recent libraries and development tools: Moya, Rx Swift, Rx Cocoa, Realm Swift, Firebase.

ANDROID DEVELOPMENT:

- **Started** 7 years ago.
- Languages: Java, Kotlin.
- Responsive IUs for multiple screen sizes and screen densities.
- Canvas drawing.
- Android design patterns: MVVM with Dagger2, Jetpack and RxJava.
- Experience with Bluetooth connectivity.
- Recent libraries and development tools: Retrofit, Dagger 2, Rx Java, Rx Android, Picasso, Glide, Butterknife, Leak Canary, Espresso, Mockito.

Mobile Application engineer Monstar Lab, Inc, Tokyo, Japan	**10/2018 to present**

URL: https://monstar-lab.com/

DUTIES:

Depending on the project I am assigned to:

- Make part of the development process with other engineers, mobile and backend, also project managers and designers.
- Design the architecture of applications to be developed from scratch.
- Code review.
- Design, create and test backend implementations based on Firebase services .
- Add new functionalities to existing applications.
- Lead iOS development team. Maximum 4 people so far.
- Configure autonomous deployment and test with CircleCI and Fastlane.
- Deployment of IOS and Android applications to the app store and play store.

ACCOMPLISHMENTS:

- So far by working in this company I have acquired a great experience in dealing with important clients in Japan.
- Great experience in working with Agile Methodologies and thigh deadlines.
- Improved my skills particularly working with Rx Swift for iOS.
- Learned Flutter development by working on big and complex projects.
- Improved my communication skills in the Japanese Language.

RELEVANT PROJECTS:

賃貸DX 管理 オーナー

Description: Cross-platform application for iOS and Android developed with Flutter technologies. It is the mobile component for owners of properties in a platform that offers services to State Management companies. In this app, Users can manage their property assets, information, updates, and communicate with the property managers for basic matters or documents tasking such as contract signing and more. This app was released in December 2020.
Role: Flutter engineer.
Languages: Dart.
Country of release: Japan.
Release Date: December 2020.
Promotion Site: https://chintaidx.com/
App Store: https://apps.apple.com/jp/app/id1531075216
Play Store: https://play.google.com/store/apps/details?id=com.chintaidx.kanri.owner

RHYTHMMEAL APP

Description: A game type of application that challenges users to create music based on entering predefined combinations and mix it up with the catchy background tracks. The app has a concept of Cooking sounds to make a great meal. It contains various animations and sounds processing. It was developed with Flutter by two mobile engineers.
Role: Flutter engineer.
Languages: Dart.
Country of release: Japan.

Release Date: August 2020.
URL: https://apps.apple.com/jp/app/rhythmeal/id1523603707

Task&Schedule

Description: IOS mobile calendar application with tons of custom features for internal usage in organizations. This is a stand-alone application as the system doesn't have a backend. It uses Core Data as an internal storage mechanism and iCloud to back-up the information.
Role: IOS engineer.
Languages: Swift.
Country of release: Japan.
URL: https://apps.apple.com/jp/app/task-schedule/id1188240518.

MISUMI APP

Description: Hybrid IOS application of the kind of marketplace for MISUMI Group Inc. Particularly, this application had lots of WebView integrations. It was developed along with the Android version. The iOS development team was formed of 4 people.
Role: IOS engineer.
Languages: Swift.
Country of release: Korea, Vietnam and Thailand.
Store: https://apps.apple.com/jp/app/misumi-e-catalog-vietnam/id1446374599

DOSHITERU APP

Description: iOS and Android application that displays people's status in their homes. It was developed for Hitachi and aimed to keep close contact with the elders by displaying movement data taken from sensors installed in their homes. These apps were developed by three people where I was the leader on both sides.
Role: Mobile application engineer leader.
Languages: Java, Swift.
Country of release: Japan.
URL: https://kadenfan.hitachi.co.jp/doshiteru/

NISSAN CATALOG APP

Description: iOS Application that displays the latest catalogue of cars sold by Nissan Motors. Its content is updated from a server-side. It was developed for iPads. The job consisted in adding new features and making it suitable for the current iPad screen models.
Role: IOS engineer.
Languages: Objective C.
Country of release: Korea, Vietnam and Thailand.
Store: https://apps.apple.com/jp/app/日産カタログ/id519595255

Mobile Application and Server engineer Beepnow Systems, Osaka, Japan	04/2017 to 09/2018

URL: https://beepnowsys.com/

DUTIES:

- Design of total mobile application and back-end services according to requirements.
- Development of back-end services by using Java and Spring Boot framework.
- Development of IOS mobile application.
- Unit Test.
- Integrate Cloud Firestore into the services to real time required functionalities.
- Deployment of back-end applications 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 events related to the business.

ACCOMPLISHMENTS:

- Dramatically increased experience in architecture design of complex mobile application 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 cryptocurrency.

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 single engineer. Designer (Illustrator, Photoshop)
Languages: Swift.
Country of releasing: Japan.
Features: User location, Connects to restful based API services, Push notifications, login with Facebook and Line SDKs, mobile number verification, chat implementation using Firebase Cloud Firestore DB. Escrow business model implementation.

BEEPNOW BACK-END SERVICES

Description: Java/JEE application service for beepnow app.
Role: Application architect, back-end engineer.
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 Sendgrid services, AWS S3 storage. Spring Restdocs Asciidoctor for documentation purposes.

Mobile engineer Devwiz, Sydney, Australia	**10/2015 to 04/2017**

URL: https://www.devwiz.com.au/

DUTIES:

- Responsible for developing mobile applications totally or in cooperation with other engineers.
- Android and IOS engineer.
- Agile development, daily scrum.
- Development under deadline and estimation
- Testing.
- Occasionally cooperate with Spring boot backend application development.

ACCOMPLISHMENTS:

- Acquired lots of 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 engineer in the team, for better architecture solutions and better performance.

PROJECTS:

HUSKEE

Description: Huskee Swap is an idea that enables people to eliminate disposable cups while borrowing sustainable well-made cups. HuskeeSwap application provides a mechanism to find cups in the cafes nearby, in order to borrow or return the cups. Made for iOS and Android.
Role: Android single engineer.
Languages: Kotlin.
Duration: 6 months.
Country of releasing: Australia, Uk, US.
Features: User location, Credit card payments. Consumes Restful API. Developed with RxJava, Dagger2 and Jetpack. MVVM architecture pattern. System integrated with Stripe Connect.
URL: https://huskee.co/

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 the fun is taking place. The entire system consists of server application, content management system and mobile applications for Android and IOS platforms.
Role: Android engineer.
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/

IFISH COMPS

Description: Mobile application to publish and discover galleries, catches and information about fishing events and competitions.
Role: Android single engineer, IOS engineer, 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 single engineer.
Languages: Swift.
Duration: 4 months.
Country of releasing: Australia.
Features: Custom UIViews with gesture recognizers. Core Image framework, Amazon Simple storage service AWS S3, In-app purchases.
URL: https://www.instagram.com/pug_chalk/

DIABETES EMERGENCY

Description: This is an app that could help a total stranger save the life of someone suffering severe symptoms of Diabetes on the spot. It has a mechanism so the patient could trigger an alarm sound so people around could notice and provide assistance. It also contains guidance on how to proceed when a person is suffering from severe symptoms.
Role: IOS and Android engineer.
Languages: Swift and Kotlin.

Duration: 6 months.
Country of releasing: Australia.
Features: Geolocation, connection to REST Api, Audio player. Animations.
Promotion URL: https://www.facebook.com/DiabetesEmergencyApp/

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 a content management system and mobile application for IOS and Android devices.
Role: Android single engineer.
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**

In the last quarter of 2019, asahi vision inc was acquired by Rexxam Co. Ltd. Reference HERE.
URL: https://www.rexxam.co.jp/

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.

ACCOMPLISHMENTS:

- 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

❖ LANGUAGE SKILLS

- **JAPANESE**

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

- **ENGLISH**

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

- **SPANISH**

Native level.