

JOSE JOSE ROJAS

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HIGHLIGHTS

- Certified Scrum Product Owner, 2018/2019/2020
- Proven ability in supporting offshore teams in Software development and Testing.
- Advocate for technical products, public speaking and developer community support.
- Experienced mobile software engineer in Android, iOS and Blackberry platforms.
- Versatility and proficiency at grasping new technical concepts quickly and using them in a productive manner.
- Technologies: Android development, TDD, Scrum, Automated testing, CI/CD, Software Development process.

Language Mastery

- Spanish - Mother tongue.
- English - Fluent.
- Dutch - A2 level

PROFESSIONAL EXPERIENCE

TomTom B.V. - Amsterdam

Developer Advocate TomTom Map APIs April 2019 - Present

- Main presenter in the TomTom Developers Youtube Channel
- Managing [Hackathon](#) challenges and workshops for [Developer Conferences](#)
- Leading and managing the Releases of the TomTom Maps APIs [Youtube Channel](#)
- Guest and Host speaker at Live Coding [Streaming Events](#) on Twitch/tv
- Empowering [developers](#) using the TomTom Maps APIs.
- Leading technical [trainings](#).
- Planning and executing delivery of [digital content](#) like Videos and slides for Social Media.

Product Owner February 2018 - March 2019

- Led product development of the TomTom Navkit Client Libraries team with 7FTEs.
- Delivered contractual features to Automotive teams.
- Managed and prioritized the product backlog.

Senior Software Engineer April 2017 - January 2018

- Developed advanced technological features for the SpeedCameras mobile and backend applications.
- Maintained tools for moderators and stakeholders.
- Implemented UX design for several key features, increasing value and customer use.

QA Developer - Senior Android Software Engineer
KPN BV - Digital - Amsterdam
March 2016 - March 2017

- Android, Swift support and development.
- Developed and implemented Automated tests.
- QA support for establishing the CI/CD infrastructure

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Software Engineer / Team Lead
TomTom BV - Amsterdam
May 2010 - July 2015

- Leading the development team (5) of an offline-maps solution for the Chinese market. Road map creation and refinement with Product Manager.
- Leading the Development of SDKs for the TTPlaces app by refining features specifications.
- Implementing Scrum methodology and learning new techniques to facilitate the Colorado project, TTPlaces and MyDrive.
- Managed the development of the iPhone version of the Location Base Services SDK. Design and Development the Android SDKs for TomTom's Location Base Services.
- Evangelized TomTom Services and Maps via Demos and presentations to prospect clients.
- Advised and supported 3rd party developers to create mobile applications that are already in the Apple Store and Google Play Store.
- Coaching internal developers on APIs and development support.
- iOS and Android demos and prototypes for LBS api and services. I presented them in sales meetings with customer prospects.

Blackberry Contractor and Game Developer
Loodico (Own Company) - Berlin/Madrid
August 2007 - May 2010

- Mobile development of Blackberry applications.
- Software contractor for diverse companies.

Software Developer
Blackberry/Research in Motion - Toronto Canada
Nov 2000 - September 2007

- Participated in the creation and design of 2 Patented methods of user interaction for smart phones.
- Developed the initial prototype of the current Home Screen. Used as the base code for the Blackberry home screen platform.
- Developed Blackberry-like version of current Games in the Content Group: "MeteorCrusher" and "Brickbreaker". My responsibilities were to create the concept and develop the project until release.
- Developed the Camera support for Media Engine for DoCoMo phone in Japan.
- Developed technical presentations on Graphics development topics.
- Analyzed the user response to the games so we can foresee new features
- Coached new students to get them up to speed in a software development role.

