

Manuel Gómez

Mobile Developer

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Professional Summary

Mobile software engineer with over 4 years of experience in the design and development of both cross-platform and native applications, specializing in technologies such as **Unity**, **Kotlin**, and **Swift**. worked on teams in projects involving Augmented Reality (**AR**) and Virtual Reality (**VR**), from conceptualization to implementation and launch.

Currently working as an Android Developer on a project with global impact, involving the development of a new application using Kotlin and Jetpack Compose, while maintaining a legacy application built with Java and XML. Tasks are managed through Jira, and version control is handled with Git.

Over two years of experience as a Programming Teacher in high schools, gaining key soft skills such as team leadership, conflict resolution, and public speaking.

Work History

Technical

NTT Data- Android Developer | Kotlin Jetpack compose and Java XM

January 2025 - Current

Part of a development team responsible for inventory and stock management applications for a global retail company with over 5,000 stores.

Daily responsibilities include implementing new features in a **Kotlin**-based **Android** app using **Jetpack Compose**, and maintaining a legacy version using **Java** and **XML**. **Jira** is used for task management and **Git** for version control.

Crisalix - Unity Developer y VR

April 2022 - October 2022

Contributed to the development of Estetix 2, a **Unity**-based tool for visualizing pre- and post-operative cosmetic results. Participated in the refactoring of the **Virtual Reality** version of the application. Employed **Git** and **Gitflow** for collaborative development and used **Jira** under a **Scrum** methodology with weekly sprints.

CypeSoft - Unity Developer y AR/VR/MR

January 2018 - July 2021

Worked on the design and development of Bimserver.CenterAR, an **Augmented Reality** application that allows real-time visualisation of BIM models.

Involved in the entire development cycle, from conceptualisation to deployment and integration of the platform.

Team coordination was managed with **Git** and **Bitbucket** following **Gitflow** practices, and task tracking was managed through Jira using a **Kanban** approach.

Complementary

Highschool teacher - IES La Nucia

September 2023 - August 2024

Taught Programming, Artificial Intelligence, and Robotics at various levels of Secondary Education.

This role helped develop strong skills in **effective communication**, **public speaking**, and **problem-solving**, while also reinforcing **adaptability** to different student needs and **analytical thinking** for explaining complex technical concepts in simple terms.

Highschool and vocational training teacher- IES Pere Maria Orts

October 2022 - July 2023

Delivered courses in Web Technologies and tutored students in the intermediate-level program on Microcomputer Systems and Networks. Also taught programming at various levels of Secondary Education.

This experience enhanced **teamwork** through coordination with teaching staff, as well as **leadership and mentoring** abilities when guiding students' learning paths. It also strengthened skills in **time management**, **conflict resolution**, and **constructive feedback**, all valuable in collaborative software development environments.

Education

Master's Degree in Software Development for Mobile Devices - University of Alicante

September 2023 - July 2024

Master's program focused on deepening knowledge in native Android and iOS development using **Kotlin** and **Swift**, as well as cross-platform applications with **Ionic**, **Laravel**, and **Unity** with **C#**.

Link to the master's program:

<https://eps.ua.es/es/master-moviles/master-universitario-en-desarrollo-de-software-para-dispositivos-moviles.html>

Master's Degree in Compulsory Secondary Education and Baccalaureate, Vocational Training and Language Teaching

September 2021 - July 2022

Master's Degree focused on training to teach Vocational Training, Secondary Education and Baccalaureate in secondary schools, with emphasis on **conflict resolution**, **mediation**, and **oral presentation**, among other soft skills.

Link to the master's program:

<https://web.ua.es/es/masteres/profesorado-de-educacion-secundaria-obligatoria-y-bachillerato-formacion-profesional-y-ensenanza-de-idiomasy>

Bachelor's Degree in Multimedia Engineering - University of Alicante

September 2013 - December 2017

Link to the bachelor's program:

<https://web.ua.es/es/grados/grado-en-ingenieria-multimedia/>
