






# EDUARDO IGLESIAS FERNÁNDEZ

Mobile Technologies developer

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- 03. 2017 **Somos Social Media S.L.** *Poligono Azucarera. Málaga, Spain*  
11. 2016 **iOS mobile developments responsible**  
Developments iOS using Swift 3 in Xcode 8. Location libraries and GPS. Remote data in JSON. Maintenance of test and publishing environments Test Flight and App Store. SVN and Redmine.
- 11. 2016 **Cajas y Packaging.com** *Caleta de Vélez. Málaga, Spain*  
06. 2015 **Support for mobile technologies**  
Developments Android and IOS versions of **www.cajasypackaging.com** portal using Xcode 8 and Android Studio. Version control with Git and project management with Mantis.
- 06. 2015 **QueHoteles.com** *Málaga, Spain*  
06. 2011 **Head of mobile department**  
Development and maintenance of **ClickAgenda**, **QueHoteles** and **QuePeliPonen** iOS versions with Xcode 6 and Android versions with Eclipse Luna. Version control with SVN and project management with JIRA. Data in JSON and XML. GPS and persistence. Maps management.
- 06. 2011 **Daelinka software & Communication** *Caleta de Vélez, Málaga, Spain*  
01. 2010 **Responsible developments for mobile devices**  
Development of **AppFarma** for iOS with Xcode 4.  
Development of **DaleManolo** and **ClapTime** applications in Android versions with Eclipse Helios. Development of Communication Platform **Q-PonApp** for Shopping Centers and Golf Courses. Communications in XML. Version control with SVN and project management with Mantis
- 01. 2010 **Compass Mobile Solutions** *Technological park of Andalusia, Málaga, Spain*  
09. 2008 **Mobility Department Manager**  
Technical management of **Iteralia®** developed in J2ME for JVM and C#.Net for Windows Mobile, applied to project **Andarural**, orientated to the tourist interactive sector integrating Environmental Intelligence by means of Ubiquitous computing.
- 09. 2008 **Worldnet 21** *Technological park of Andalusia, Málaga, Spain*  
12. 2007 **Senior Programmer**  
Development based on technology J2ME standard and BlackBerry of the platform **Verne21®** for sending of multimedia information, in real time, to mobile application orientated to the tourist sector.
- 09. 2007 **Gex Technologies** *Technological park of Andalusia, Málaga, Spain*  
11. 2005 **J2ME Programmer & QA Engineer**  
Development of own original games based on Java J2ME for mobile multiplatform. Analysis of that games for migration among diverse mobile platforms (Porting).
- 11. 2005 **EuropeanSoftware** *Torremolinos, Málaga, Spain*  
12. 2004 **J2ME Programmer**  
Migration between mobile platforms of games based on Java J2ME, for **GameLoft**. Creation of new games J2ME like **Navy Challenge** distributed by **Vivendi Games**.



- 09. 2005 **Technical Engineering in System Computer Science**  
09. 1997 *Technical Top School of Computer Engineering*  
University of Málaga (UMA) Spain
- 06. 1996 **Delineation Technical Specialist**  
06. 1994 *Torre del Mar, Málaga, Spain*  
Institute of Sec. Ed. (IES) Miraya del Mar
- 01. 1993 **Top graduate**  
06. 1988 *Branch of Sciences. Melilla, Spain*  
(IES) Leopoldo Queipo
-  10. 2003 **Web Advanced Programmer course**  
11. 2003 *INGENIA. Technological park of Andalusia. Málaga*  
Duration: 100 hrs
- 06. 2003 **Computer Applications Development course**  
09. 2002 *FOREM. Málaga. Spain*  
Duration: 1000 hrs
- 11. 2001 **Creation & Design of Web pages**  
07. 2001 *FORMAN. Technological park of Andalusia. Málaga*  
Duration: 500 hrs