

EDUARDO IGLESIAS FERNÁNDEZ

Mobile Technologies Developer

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-  **03. 2018** **Voiceworks B.V. / Summa Labs. Spain** *Technological park of Andalusia, Málaga, Spain*
06. 2017
iOS native developer
Development of **Coligo Messenger** using Swift 4 in Xcode 9. Remote data in JSON. Scrum. TDD. JIRA/Bitbucket/SourceTree. CocoaPods. Crashlytics. Fabric Beta
- 03. 2017** **Somos Social Media S.L.** *Poligono Azucarera. Málaga, Spain*
11. 2016
iOS mobile developments responsible
Development of **Offertity** using Swift 3 in Xcode 8. Location. GPS. Remote data in JSON. Maintenance of publish and test 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**
09. 1997 **Computer Science**
Technical Top School of Computer Engineering
University of Málaga (UMA) Spain
- 06. 1996** **Delineation Technical Specialist**
Torre del Mar, Málaga, Spain
06. 1994
Institute of Sec. Ed. (IES) Miraya del Mar
- 01. 1993** **Top graduate**
Branch of Sciences. Melilla, Spain
06. 1988
(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**
09. 2002 **course**
FOREM. Málaga. Spain
Duration: 1000 hrs
- 11. 2001** **Creation & Design of Web pages**
07. 2001
FORMAN. Technological park of Andalusia. Málaga
Duration: 500 hrs