EDUARDO IGLESIAS © +034 627 45 77 83 eduardo.iglesiasfernandez@gmail.com **FERNÁNDEZ**

Mobile Technologies Developer

www.eduardoiglesias.es

s eduardo.iglesias.fernandez

/+EduardolglesiasFernández GooglePlus

10. 2018 Checkin Scan Poligono La Vega, Mijas Costa, Málaga. Spain 04. 2018

iOS / Android native mobile developer

Development of Checkin-Scan using Swift 4/Xcode 10 & Android Studio 3.2. Remote data in JSON. JIRA/Bitbucket/SourceTree. CocoaPods. Crashlytics. Firebase. Anyline for MRZ recognition.

Voiceworks B.V. / Summa Labs. Spain Technological park of Andalusia, Málaga, Spain 03. 2018

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. International Squad using english.

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.

Cajas y Packaging.com Caleta de Vélez. Málaga, Spain 11. 2016

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.

QueHoteles.com Málaga, Spain 06. 2015

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.

Daelinka software & Communication Caleta de Vélez, Málaga, Spain 06. 2011

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. Comunications in XML. Version control with SVN and project management with Mantis

Compass Mobile Solutions Technological park of Andalusia, Málaga, Spain 01. 2010

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 distrubuted 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

01. 1993

06.1988

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

Torre del Mar, Málaga, Spain Institute of Sec. Ed. (IES) Miraya del Mar Top graduate Branch of Sciences. Melilla, Spain (IES) Leopoldo Queipo