



EDUARDO IGLESIAS FERNÁNDEZ

MOBILE TECHNOLOGIES DEVELOPER

ABOUT

Specializing in the analysis and development of software solutions for mobile devices in all current platforms, optimizing to the intrinsic weaknesses of the different terminals and enhancing the services implemented in each.

PROFESSIONAL SKILLS

- Object-oriented programming
- Mobile apps development
- Analysis and design of algorithms
- Application of architecture patterns
- Interface design and development
- Project management

PERSONAL SKILLS

- Creative spirit
- Reliable and professional
- Organized
- Time management
- Team player
- Fast learner
- Motivated

TOOLS

- Xcode 11 / Swift 5 / CocoaPods
- Android Studio 3.5
- Json / XML
- JIRA / Redmine / Mantis
- SourceTree / GitHub / SVN
- Test Flight / Firebase
- Scrum

CONTACT

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SOCIAL

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WORK EXPERIENCE (IOS & ANDROID)

- VIEWNEXT (IBM SUBSIDIARY)

iOS Developer | from Feb 2019

- Development new app for Iberdrola customers for iOS platform.
- Solving incidences in SEAT car assistant app iOS version.

- CHECKIN SCAN

Responsible developments iOS and Android | Apr 2018 - Oct 2018

- Development native project Checkin-Scan in iOS and Android versions.
- Maintenance of SDK integration for MRZ recognition.

- VOICEWORKS B.V. / SUMMA LABS. SPAIN

iOS developments into Summa Native International Squad. | Jun 2017 - Mar 2018

- Native project Coligo Messenger iOS version.
- Native project research Dash iOS version.

- SOMOS SOCIAL MEDIA S.L.

iOS & Android mobile developments responsible | Nov 2016 - Mar 2017

- Developing of Offertity for Android and iOS.
- Support of Padel Manager iOS version.

- CAJAS Y PACKAGING S.A.

Support for mobile technologies and social networks | Jun 2015 - Nov 2016

- Development of Android and IOS apps of www.cajasypackaging.com portal.
- Transforming to responsive the portal.

- QUEHOTELES.COM

iDevelopments for mobile technologies | Jun 2011 - Jun 2015

- Development and maintenance of QueHoteles iOS and Android versions.

- DAELINKA SOFTWARE & COMMUNICATION

Responsible developments for mobile devices | Ene 2010 - Jun 2011

- Development of AppFarma for iOS.
- Development of DaleManolo and ClapTime Android versions applications.

EDUCATION

- TECHNICAL ENGINEERING IN SYSTEM COMPUTER SCIENCE

Technical Top school of Computer Engineering . University of Málaga (ETSII-UMA)
1997 - 2005

OLD TOOLS

- Eclipse / J2ME
- Visual Studio / C#.Net
- Polish
- Ant / Antenna
- XML
- WML
- Wireless ToolKit
- JBuilder (Sun Microsystems)

INTERESTS

- Artificial Intelligence
- Machine Learning
- Augmented Reality
- Ubiquitous Computing
- Cloud Computing
- Mobile Comm Advances

HOBBIES

- Walk out with my Wife
- Play Basket with my Sons
- Camping
- Travel to other countries
- Mobile Games
- SciFi Movies
- Ride by Bike

VOLUNTEERING

Pangea Solidarity and Food bank of Málaga:

- Technical maintenance of computers in the offices of above mentioned non-governmental organization (NGO) as well as from the networks and connection to Internet.
- Assembly and repair of computer equipments for the sending to developing countries, as part of several projects of international cooperation.
- Computerization of the traditional procedure of collection to partners.
- Creation and update of databases, accomplishment of computer file of invoices, maintenance of the beneficiaries' record, development of computer support for inventories, etc.

WORK EXPERIENCE (J2ME & C#.NET)

- COMPASS MOBILE SOLUTIONS S.L.
Mobility Department Manager | Sep 2008 - Ene 2010
 - Technical management of development of "lteralia@", applied to project "Andarural@" (J2ME for JVM and BlackBerry and C#.Net for Windows Mobile)
- WORLDNET 21 S.L.
Senior Programmer | Dec 2007 - Sep 2008
 - Development based on technology J2ME standard and BlackBerry of the platform "Verne21@".
- EDP INGENIERÍA S.L.
J2EE Programmer | Sep 2007 - Nov 2007
 - Development of new functionalities for applications based on RFID.
- GEX TECHNOLOGIES S.A.
J2ME Programmer & QA Engineer | Nov 2005 - sep 2007
 - Development of own original games based on Java J2ME for mobile multiplatform
 - Analysis of the above mentioned games for migration among diverse mobile platforms (Porting).
- EUROPEANSOFTWARE S.L.
J2ME Programmer | Dec 2004 - Nov 2005
 - Adjustment and analysis of games based on Java J2ME, for migration between mobile platforms for the games development enterprise GameLoft for Playsoft's mediation.
 - Own creation of new games based on Java J2ME for mobile multiplatform like "Navy Challenge@" distributed by Vivendi Games.
- INFORTEC FOR EL CORTE INGLÉS (SUPERVISION IBM)
Technical Maintenance | Oct 2004 - Nov 2004
 - Update to level Hardware and configuration to level Software of the client attention computer equipment of El Corte Inglés of Málaga with IBM's supervision for Infortec's mediation.

AWARDS

- VRTECH COMPETITION FINAL, [2ND PLACE!]
VRTECH | Oct 2019
 - 2nd. Place of CheckIn Scan app in VRTECH 2019, 3rd. Annual Vacation Rental Tech Competition final, a worldwide event to select the most innovative young start up in the vacation rental industry
- NOMINEE FOR THE BEST STRATEGY GAME
E3 2006 by IGN | May 2006
 - European Software Games mobile game "Navy Challenge" is awarded Nominee for the Best Strategy Game of E3 2006 by IGN

EDUCATION (EXTRA COURSES)

- WEB ADVANCED PROGRAMMER COURSE
INGENIA Tech. Park of Andalusia. Malaga Spain | Oct 2003 - Nov 2003 (100 hrs)
- COMPUTER APLICATION DEVELOPMENT COURSE
FOREM Malaga Spain | Nov 2002 - Jun 2003 (1000 hrs)
- CREATION & DESIGN OF WEB PAGES
FORMAN Tech. Park of Andalusia. Malaga Spain | Jul 2001 - Nov 2001 (500 hrs)