

# Jorge Luis López Aguilar

*Sr Software Engineer/ Lead Mobile Developer*

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Thorough, patient, and persistent professional with over 12 years of experience working on interactive applications and software solutions using **iOS technologies (iPhone/iPad), Android, React Native, Python and PHP**. Outstanding at facing challenges with creativity, hard work, problem solving and integrity. An excellent team player with good organization, communication, and presentation skills.

## Professional Summary

- 10+ years in **Analysis, Design, and Development of iPhone/iPad applications with Objective C, SWIFT and XCode**.
- **5+ years in Analysis, Design, and Development React Native**.
- 8 years of experience working with **Storyboards, Auto Layout, Constraints and Size Classes** for a clean and elegant UI implementation across all different device screen sizes.
- Experience working in multiple development environments that include **Agile/Scrum** and **waterfall** methodologies with project rotation.
- Experience in **requirement analysis, Object-Oriented Analysis and Design, Project Planning, Architecture and Management**.
- **5+** years of experience working mostly main libraries like: Material Kit React Native, Native base, React Native Elements, Lottie, Vector Icons, Map-view.
- Solid knowledge of **Object-Oriented concepts (Inheritance, Polymorphism, Abstraction and Encapsulation)**. Decades of experience developing Object oriented software with reusable code.
- Good experience in **Mobile Application Development, testing iPhone/iPad applications, Test Driven Development with XCTestCase** and have extensive knowledge of requirements gathering and documentation.
- Proficient in **Object Oriented Programming concepts** in Objective-C and Swift Programming Language. Experience in Designing, Developing, Implementing and testing native iOS Applications using **Swift, Objective-C, Cocoa touch frameworks**.
- Achieved data persistence in mobile devices using **NSUserDefaults, SQLite, Keychain, CoreData, NSCoder, P-list**.
- Solid understanding and use of various iOS frameworks such as: **Core Data, AV-Foundation, UIK-it, AVFoundation, Core Foundation, MapKit, WebKit, CoreLocaHon, CoreAudio, Core object, Core Graphics and Core animaHon**.
- Extensively worked with various design patterns: **MVC, MVVM (4 years), Delegation, Singleton, Observer and VIPER (3 years)**.
- Apart from native frameworks, I have also used several **third-party** ones like AFNetworking, Alamofire, Facebook, Google, Twitter, etc.
- **Cocoapods** are used to integrate necessary 3rd party libraries.
- Expertise in **Multithreading** using **NSOperaHonQueue, NSThreads, Grand Central Dispatch (GCD) and Blocks**.
- Used **Memory management with ARC Automatic Reference Counting**.
- Sound knowledge in all aspects of **iPhone, iPad application development** including the design for all types of screen sizes and orientations using **Storyboards, XIB's** by using **Adaptive and Autolayout** building features for **Universal Platform Development**.
- Configured **APNS (Apple Push Notification Service)** to receive Push notification by the App.
- Excellent experience in integrating services with **Json and Xml**.
- Experience with **Application Lifecycle Management (ALM) tools** like JIRA, Trello.
- Experience using **UI/UX tools** like **Zeppelin, Invision, Photoshop and Sketch**.
- Experience in developing and customizing **Views, TableViews, CollectionViews, Navigation Controllers and TabBar Controllers**.
- Worked on a POC using **3D Touch** and added a **Quick Actions** functionality and **TouchID based Authentication** for the application.
- Experience in working with different version control tools like **TSVN, GitHub (8 years) and GIT (8 years)**.
- Good knowledge on consuming the **OAuth, Secure Web services (HTTPS), XML Parser, SOAP, REST, JSON** using **NSJSON Serialization, NS XMLParser**.
- Achieved data persistence in mobile devices using **Redux, Async Storage, SQLite**.
- Optimize code for performance, stability and maintainability.
- Rock solid at working with third-party dependencies and debugging dependency conflicts

- Familiarity with native build tools, like **XCode, Gradle (Android Studio, IntelliJ)**
- Understanding of REST APIs, the document request model, and offline storage
- Experience with popular React workflows (such as Flux or Redux)
- Experience creating, optimizing, and integrating Application Programming Interface (API) calls; background in API development preferred.
- Build high-level user interfaces using rapid prototyping methodologies.
- Design application frameworks for use across multiple products.
- Work with internal technical teams to identify and build platform elements required to support key mobile product features.
- Experience in implementing **Component life cycle architecture, store actions, using socket.io in React-Redux app to handle real time data, installing React Router, Thunk Redux for API calls in React JS.**
- Worked in using React native components, Forms, Event, Keys, Navigation and Redux concepts.
- Integrated **popular APIs** such as **Google Maps, Firebase, and Twilio** to add new features and functionality to applications. Strong troubleshooting skills, with experience in resolving complex issues during development and testing.
- **Developed and maintained** mobile applications using **Ionic Cordova**, ensuring high performance and scalability. Proficient in **HTML, CSS, and JavaScript**, with experience in using **React, Angular** and **Vue** frameworks. Integrated custom plugins and third-party APIs to improve application functionality and user experience. Experienced in using mobile app development tools such as **Xcode, Android Studio, and Visual Studio Code**. Skilled in identifying and resolving issues through **debugging and testing**.
- 1 year of experience working with **SwiftUI**, creating news Views and migrating **UIKit & Story Boards** Views to **SwiftUI**.
- Experience working with iOS Reactive Frameworks as **Combine, RXSwift and ReactiveSwift**.

## Technical Skills

Mobile Technologies	iOS (Swift, Objective C), React Native, Android (JAVA), Ionic, SwiftUI, iOS Reactive Programming
Front End Technologies	HTML5, JavaScript, Angular, React, jQuery, CSS, Bootstrap
Back End Technologies	Python, NodeJS, PHP
Cloud Technologies	AWS, Azure
CI CD and DevOps	Docker, Kubernetes
Databases	SQL Server, MySQL, MongoDB, Oracle
Information	JSON, XML, XSD
Other	JIRA, Trello, Enterprise Architect, Project, Photoshop
Versioning	Gitlab, SVN, GitHub
Documentation	Confluence, UML
Methodology	Agile, SCRUM
O.S.	MacOS, Linux, Windows

## Education

National Technological Institute of Mexico Culiacan, Sinaloa, Mexico 2011  
 Bachelors in Computer Engineering with Specialty in Software Engineer

## Work Experience

**Company: Active Tek Corp**

**December 2021 – Present**

**Role: Mobile Developer (IOS / React Native / Android)**

**Description:** The Department of Social Services (DSS) is comprised of the administrative units of the NYC Human Resources Administration (HRA) and the Department of Homeless Services (DHS). Through integrated management for HRA and DHS, client services can be provided more seamlessly and effectively. The City leverages shared services functions across agencies, which results in better day-to-day management and building an integrated mission across agencies.

**Responsibilities:**

- Developed React Native Frameworks for the App: **Inspections App, PRA.**
- Developed iOS Native Frameworks and Libraries in **Swift** for the Apps: **HOPE App.**
- Developed **React Native Inspections App and PRA APP.**
- Developed **Swift HOPE App.**
- Requirements analyzed and application maintenance. These changes include fixes, new features, and improvements.
- Analyze, design and develop new and old frameworks for the App and the Web.
- Designed security in applications.
- Redesigned Customer Service Unit tool with new features.
- Use of the Git/GitHub version control system.
- Working with **Reactive Programing** in iOS with **SwiftUI.**
- Migrating old UI Views in **UIKit & Story Boards** to **SwiftUI**
- Working with iOS Reactive Frameworks as **Combine, RXSwift and ReactiveSwift**

**Environment:** TDC, TDD, Swift, React Native, Java Android, ReactJS, Azure, Confluence, GitHub, Dockers, Micro Services, SQL Server, MongoDB.

**Client:** Univision / Remote México

**Company:** 3Pillar Global

**December 2020 – December 2021**

**Role:** Mobile Developer (iOS / Android React Native)

**Description:** Univision is an American Spanish-language television network owned by Grupo Televisa and Univision Communications. The channel is primarily dedicated to the Spanish-speaking population of the United States, and includes telenovelas and other drama series, sports, sitcoms, reality and variety series, news programming, and imported feature films in Spanish. With this client I worked on many projects that include migrations, support to existing applications, design and development of new applications.

**Responsibilities:**

- Developed Native Frameworks and Libraries in **iOS(Objective C and Swift)** for the Apps: **TUDN, Univision Noticias and Another Local News Apps.**
- Developed Native Framework (**Objective C and Swift**) for Streaming Video in **iOS Apps**
- Developed **React Native TUDN App** for Latinos in the American Market.
- Developed Streaming Video Service to stream soccer games live.
- Developed Casting Service to the Apps to stream Videos in Smart TVs and Apple TVs in **Native iOS and React Native**
- Requirements analyzed and application maintenance. These changes include fixes, new features, and improvements.
- Analyze, design and develop new and old frameworks for the App and the Web.
- Designed security in applications.
- Implemented third part social services to the Apps (Facebook, Instagram)
- Redesigned Customer Service Unit tool with new features.
- Use of the Git/GitHub version control system.

**Environment:** TDC, TDD, Swift, React Native, Java Android, ReactJS, Azure, Confluence, GitHub, Dockers, Micro Services, SQL Server, MongoDB.

**Client:** Oola / Remote México

**Company:** 3Pillar Global

**May 2020 – December 2020**

**Role:** Lead Mobile Developer

**Description:** Oola is the only lifestyle framework that combines an eLearning platform with a support system that encourages community and accountability. Oola is designed for people who want real results in their pursuit of balance, growth and purpose during these unbalanced times.

**Responsibilities:**

- Lead a team of 5 developers (3 Web developers and 2 App Developers), responsible for tasks allocation, mentoring, best code practices, issue resolutions, pair programming and architecture design.
- Developed **React Native Oola App** for American Market.
- Developed **iOS App in Swift** for managers of Oola App.
- Developed **ReactJs WebApp** for the American Market.
- Requirements analyzed to develop the WebApp and Mobile Apps from cero.
- Designed security in applications.
- Implemented third part social services to the Apps (Facebook, Instagram, Youtube)
- Use of the Git/Github version control system.

**Environment:** TDC, TDD, ReactJS, Swift, React Native, Java Android, Azure DevOps , GitHub, Micro Services, SQL Server, MongoDB, .Net Microservices.

**Client:** Coppel / Culiacan Mexico

**May 2017 – May 2020**

**Role:** Lead Mobile Developer

**Description:** Coppel is a Mexican company based in the city of Culiacan. It is the largest department store retail chain in the country, which was founded in 1941 and with branches also in Argentina, with sales through the granting of credits with few requirements, and deliveries at no cost.

**Responsibilities:**

**Coppel iOS App / App Coppel - Ecommerce (Objective C and Swift)**

<https://apps.apple.com/mx/app/coppel-compra-en-l%C3%ADnea/id1267382794>

- Led a team of 4 developers, responsible for tasks allocation, mentoring, best code practices, issue resolutions, pair programming and architecture design.
- Developing part of the architecture of the App for the initial design.
- Developing the bases of the first version of the app.
- Developing the first 2 versions of the app in Objective C
- Migrating the App's native Swift.
- Developing an internal framework with some reusable modules for quick development and quick maintenance.
- Integrating the App with APIS to charge for debit / credit cards.
- Integrating Geolocation and Maps to locate the closest stores.
- Implementing animations in the interaction of the App
- Participating in UX design changes and App architecture
- Integrating the application with HTTP APIs developed in python for the backend.
- Use of the Git/Github version control system.

**Coppel iOS Protection Club (React Native)**

<https://apps.apple.com/mx/app/protection-club/id1461503687>

- Led a team of 2 developers, responsible for tasks allocation, mentoring, best code practices, issue resolutions, pair programming and architecture design.
- Developing the architecture of the App.
- Developing the App in Swift
- Migrating the App in React Native for both Apps (iOS, Android).
- Developing an internal framework with some reusable modules for quick development and quick maintenance.
- Integrating the application with HTTP APIs developed in python for the backend.
- Integrating Geolocation and Maps.
- Implementing animations in the interaction of the App
- Participating in UX design changes and App architecture
- Developing the backend of the App in Python and MongoDB
- Use of the Git/Github version control system.

**Coppel Convention (Ionic, Swift and JAVA) (iOS and Android)**

<https://apps.apple.com/mx/app/coppel-convention/id1327465555>

- Led a team of 2 developers, responsible for tasks allocation, mentoring, best code practices, issue resolutions, pair programming and architecture design.
- Developing the architecture of the App.
- Developing the App in Ionic
- Migrating the App from Ionic to Swift in iOS and Java in Android
- Developing an internal framework with some reusable modules for quick development and quick maintenance.
- Integrating the application with HTTP APIs developed in python for the backend.
- Integrating Geolocation and Maps.
- Implementing animations in the interaction of the App
- Participating in UX design changes and App architecture

- Integrating a small social network to interact between users of the App.
- Use of the Git/Github version control system.

**Environment:** React Native, Swift, iOS, Android, Google Services, AWS(Amazon Web Services), Google Cloud, Firebase, Remote Config, Firebase, JAVA, JSON, XML, SOAP, Certificates X509, Encryption, Python, Microservices, Kubernetes / Docker, JavaScript, SQL Developer, MongoDB, Git, Jenkins, REST, Hibernate, LDAP, Apache Tomcat, Postgresql, Bitbucket, Gitlab, HikariCP, CentOS.

**Client:** Grupo Premier Automotriz, ERP NewKontrol, EHT Motors, H. Congreso del Estado de Sinaloa

**Solarlux Inovaciones and others**

**July 2012 – May 2017**

**Company:** Techne Mobile Consulting

**Role:** Senior Full Stack Developer

**Description:** Techne is IT consulting company focused on the development of custom Web Systems and Mobile Apps.

**ERP New Kontrol - Wep App - ERP Web (Billing, Payroll, Accounting, Warehouses)**

<https://www.newkontrol.mx>

- Lead a team of 6 developers, responsible for tasks allocation, mentoring, best code practices, issue resolutions, pair programming and architecture design.
- Lead team of 2 QA Testers responsables for testing all the process and functionality of the WebApp.
- Design all the architecture of the WebApp and BackEnd..
- Developing the base of the framework of the WebApp and BackEnd.
- Develop FrontEnd with Angular, HTML5, Bootstrap.
- Develop BackEnd with PHP, Python, NodeJS, Firebase.
- Developing an internal framework with some reusable modules for quick development and quick maintenance.
- Use of the Git/Github version control system.

**Grupo Premier Automotriz - App for Billing kiosks, Apps for customers and Apps for mechanical workshops**

<https://www.grupo-premier.com.mx>

- Lead a team of 9 developers, responsible for tasks allocation, mentoring, best code practices, issue resolutions, pair programming and architecture design.
- Lead team of 3 QA Testers responsables for testing all the process and functionality of the WebApp.
- Design all the architecture of the Mobile Apps, WebApp and BackEnd.
- Developing the base of the framework of the Mobile App and BackEnd.
- Develop FrontEnd with Objective C, Swift, Java, React Native.Angular, HTML5, ReactJS
- Develop BackEnd with PHP, Python, NodeJS, Firebase, .NET
- Use of the Git/Github version control system.

**EHT Motors - App for Billing kiosks, Apps for customers and Apps for mechanical workshops**

<https://www.ehtmotors.com>

**Description:** High engineering workshop dedicated to the repair, programming, and reconstruction of automotive computers

- Lead a team of 2 developers, responsible for tasks allocation, mentoring, best code practices, issue resolutions, pair programming and architecture design.
- Web development in PHP, JavaScript, HTML5, Flex, Apache, Tomcat.
- Mobile development in HTML5 and iOS (Objective C).
- Research and development of interfaces for PC connection - automotive modules.
- Develop the internal operative system to control the Work Orders in PHP, JavaScript, HTML5, Flex, Apache, Tomcat.

**Environment:** React Native, iOS, Android, Swift, Objective C, ReactJS, Angular, HTML5, CSS, JavaScript, AngularJS, NodeJS, Python, PHP, JUnit, JSON, XML, JavaScript, Linux, Kubernetes / Docker, JSON, JIRA, Github, GitLab

**Client:** EHT Motors / Culiacan, México

**Company:** EHT Motors

**April 2011 – July 2012**

**Role:** Lead Developer

<https://www.ehtmotors.com>

**Description:** High engineering workshop dedicated to the repair, programming and reconstruction of automotive computers

**Responsibilities:**

- Lead a team of 3 developers, responsible for tasks allocation, mentoring, best code practices, issue resolutions, pair programming and architecture design.
- Management and project management and research.
- Web development in PHP, JavaScript, HTML5, Flex, Apache, Tomcat.
- Mobile development in HTML5 and iOS (Objective C).
- Research and development of interfaces for PC connection - automotive modules.
- Webmaster.
- Develop the internal operative system to control the Work Orders in PHP, JavaScript, HTML5, Flex, Apache, Tomcat.

**Environment:** PHP, JavaScript, HTML5, Flex, Apache, Tomcat.

**Client:** Casa Ley, Museo Interactivo de las Adicciones Culiacán, JAPAC / Culiacan, México

**Company:** InnovaWeb

**November 2009 – April 2011**

**Role:** Mobile/Web Developer (IOS)

**Description:** High engineering workshop dedicated to the repair, programming, and reconstruction of automotive computers

**Responsibilities:**

- Mobile development App in iOS (Objective C) and Android (JAVA) for Casa Ley (<https://www.casaley.com.mx>).
- Develop BackEnd with .NET and PHP
- Develop Game in Python-Blender for "Museo Interactivo de las Adicciones Culiacan".
- Desktop developer in JAVA J2EE.
- Desktop developer in .NET, C#.

**Environment:** Java J2EE, Python-Blender, Flash, .NET, iOS (Objective C), Android (Java), C#