

Luis Fernando Mata Licón

Swift Developer

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Technical Skills

- Swift - 4 years
- Objective C - 4 years
- Java for Android - Beginner
- Kotlin - Beginner

Frameworks

- UIKit
- RxSwift
- Realm
- SnapKit
- pop
- Alamofire
- Crashlytics

Language Skills

- Spanish.- Native speaker
- English - Bilingual proficiency
 - 640 points in TOEFL
 - 7.5 points in IELTS.
- Catalan - Medium understanding
- Italian - Basic understanding.

Other Activities

- Finalist of the contest “Cantera Fox Sports” over students from all universities in Mexico. Getting to the national final, and filming one episode with Fox Sports Mexico.
- Co-founder and Vice-President of Club Rotaract Campestre Chihuahua from Rotary International
- Graduated with honors and as best student of the generation.
- Winner of the first place at American Datafest Chihuahua, with the android application “SOS Latino. Edición California” over other 20 teams.

Experience

iOS Developer at Imagination - (July 2017 - Current), Shanghai, China

- Developed and published an iPad app using Swift 4 used by thousands of users.
- Used RxSwift and MVVM pattern to develop most of the app.
- Implemented frameworks like SceneKit, Realm, Alamofire, SnapKit and others. We used Cocoapods to manage third party libraries,
- Worked together with Backend team and UI/UX team to create a complex sales app for a big motor company with users in three different countries in South East Asia, working with multiple languages and designs.

iOS Developer at ReignDesign - (November 2015 - July 2017), Remote; Shanghai, China

- Worked remotely from Chihuahua, Mexico for the first 6 months with development and UI/UX teams all over the world; Shanghai, Barcelona & Santiago.
- Swift developer for multiple iOS projects using Swift 2.3 and Swift 3; and frameworks like AVFoundation, Realm, Alamofire and Crashlytics through Cocoapods.
- Successfully developed and published two apps to the Chilean App Store.
- Used Git and GitHub for control version.

Product Manager at Intellectix - (July 2014 - November 2015), Chihuahua, Mexico

- In charge of contacting and talking with customers to define their requirements and give solutions based on software.
- Established Scrum and lead the development team of six engineers as Product Owner.
- Owned and launched over seven systems in different kinds of industries.

Published Apps

Petronaut for iOS 8.0 - 2015 - iTunes App Store - 500+ Downloads

<https://itunes.apple.com/us/app/petronaut/id1041834668>

App developed to find information about oil companies and suppliers of the industries in the states of Texas and New York. Developed with Objective-C using Cocoapods. Worked remotely from Chihuahua with the business team in Texas.

Weno for iOS 8.0 - 2015 - iTunes App Store. - 200+ Downloads.

<https://itunes.apple.com/mx/app/weno/id1016122954>

Sole iOS developer and Technical Co-founder of Weno, iOS App developed to find restaurants and food in the cities of Tijuana & San Diego. Used RESTful API with JSON, worked with Cocoapods and AFNetworking. Worked remotely with team..

Tour Gastronomico for iOS 8.0 - 2015 - iTunes App Store - 100+ Downloads.

<https://itunes.apple.com/mx/app/tour-gastronomico/id992492231>

Sole developer for restaurants app where users can find dinner options in different cities of the state. Used RESTful API with JSON, worked with Cocoapods and AFNetworking.

Education

Tecnológico de Monterrey

Chihuahua, Mexico.

B.S. Information and Communication Technologies, Intensification on Mobile App

Development, GPA - 3.82/4.0

August 2009 - May 2014

- Interned for six months in the R&D department as an iOS Developer and successfully developed an app to buy food from a vending machine using iBeacon technologies.
- President of the students committee of IT for four years. Organized introduction programming courses and a yearly visit to Software symposiums in Monterrey.