

# Ester Sánchez de Vera

## PERSONAL INFO

- Nationality: Spanish
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## WORKING EXPERIENCE

### **Senior iOS developer, Bux, May 2017-now**

Senior developer of the Bux iOS app. Apart from implementing new functionality, I am also refactoring old code and converting it to Swift.

I also help the QA team to setup the UI test automation using XCUITesting framework.

### **Lead iOS developer, The Capitals, January 2017-May 2017**

Project lead of the Woov iOS app. I designed and implemented the architecture of the app.

My role is not only a developer but also coaching the more junior devs of the project while keeping the quality of the code high.

I also setted up a continuous development environment based on Jenkins, Fastlane y XCBUILD.

### **Mobile developer, Icemobile, August 2011-September 2016**

iOS, Android and Windows Phone native apps development.

Some of the bigger apps published are ABN Amro Mobiel Bankieren (iOS and Windows Phone) and The Voice of Holland Thuiscoach (Android). I also developed many more smaller projects.

All projects applied the Scrum methodology in a multidisciplinary team where the quality of the code had priority. We were using continuous integration (with Jenkins and Fastlane) and unit testing with native frameworks (XCTest, UnitTestFramework for .NET)

I also developed some internally used tools using Python (Flask) and Bootstrap. Among them there is the localization tool that is being used across the company for all projects (such as Jumbo and ABN Amro).

Furthermore, I helped develop some prototypes of games using Unity3D.

### **CTO - Mobile developer, Dinamica Studios (founder), September 2009 - August 2011**

Web development (frontend/backend) and native mobile apps for iOS and Android.  
Solution Designer and Lead Programmer.

Several websites and apps were shipped for clients such as El Corte Inglés, Pepephone, McDonalds España, Dove, Canada Chamber of Commerce.

Since we were a small start-up I had to take the role of team lead as well as product owner in many cases, working very closely with clients, getting to know their needs to provide the best product for them.

### **Game Developer, Freedom Factory Studios, March 2009-June 2009**

Nintendo DS game developer. I was part of a team of 3 developers per platform (DS, PSP and PC), a gameplay designer and a graphic designer. I was the main developer of Nintendo DS games. Published "Autoescuela DS: Aprueba Conmigo" and "Fix-it DS"

### **Senior J2EE developer, Bull-Siconet, October 2008 - March 2009**

Developer of J2EE web apps using JSF, Spring, Hibernate, EJB, JSP, Struts and Oracle as BBDD. I was hired as J2EE expert to help modernize old projects.

I was developing internal projects for RSI (a Spanish bank) in a big team, converting some of them from VB6 and [VB.NET](#) to J2EE. I also did the same for Consorcio de Compensación de Seguros (a public Spanish insurance company).

### **J2EE developer, TDI, March 2007 - October 2008**

Developer of J2EE web apps using J2EE, JSP, Oracle, Struts, Javascript, Hibernate and Cayenne.

I was one of the developers of an online tool for the National Institute of Statistics that helped them create interactive polls. The tool was using J2EE for the backend and Javascript for the frontend. I helped with both sides of the web application.

### **Junior .NET developer, Inbytes, October 2006- January 2007**

Web developer using VB.NET and ASP.NET with SQLServer 2000 as DB.

I helped create some marketing microsites in a very small team of 3 developers. The client provided the designs and created the frontend so we just did the backend for them.

## EDUCATION AND CERTIFICATIONS

Ingeniería Informática de Gestión, Universidad Politécnica de Madrid, 2005 - 2009

IBM Certified Solution Designer - Object Oriented Analysis and Design, vUML 2, 2009

Certificate in Advanced English, Cambridge University, 2006

## OTHER SKILLS AND INTERESTS

- I have always enjoyed experimenting with new technologies. That's why I have done several "pet" projects in Python, Node.js, PHP, Swift ... I am also learning more about Unity3D and I have done some mini games with C/SDL and HTML5/JS. Check my portfolio at: [www.misato.es](http://www.misato.es)
- I love to participate in Game Jams! I have discovered PICO-8 not so long ago and I use it in all the jams I can. Some of my mini games done for the jams are in: <http://misato.itch.io/>
- I started making games when I was 15 and I got a GP32 console. Unfortunately I lost most of my work of that times. But I ported some emulators (like WS2X <http://wiki.gp2x.org/articles/w/s/2/WS2X.html>) and created some other mini games (like PongGP, GPGenerals, Chocobo Racer...)
- I am fascinated with the possibilities of the Internet of the Things and wearables. I have been developing Pebble faces (in C) on my own (Calendar Cards) and with a team of developers [www.kiezelpay.com](http://www.kiezelpay.com) (published Timeline, Modern Classic, Kiezelpay Health...). I currently develop also for the new Fitbit Ionic smartwatch.
- At the end of 2015 I built with some friends a payment and licensing system for the Pebble platform: [www.kiezelpay.com](http://www.kiezelpay.com) . The licensing system has a C library to include in the watch projects and a backend to check for the license done in PHP. Also a website (the one you see in that URL) where merchants can manage their apps done in PHP, Bootstrap and jQuery. I helped with everything (library, backend and frontend). It is currently the most used platform and it is being recommended to new developers by the Pebble team.
- I also like the maker movement and DIY. I like to play with Arduino and Raspberry Pi. I own several 3D printers, and I write a blog about those projects: [www.fabsterdam.com](http://www.fabsterdam.com)