



Angel
Garcia
Olloqui

Presentation

Mobile Architect & Certified Scrum Master with more than 8 years of expertise in iOS and Android apps, and over 10 years in the IT industry.

During my career I have performed roles of Senior Developer, Project Lead and SCRUM master

My education includes a degree in Computer Engineering, a Master degree in Web Technologies, and some other minor courses in areas of Agile/Scrum, Business Management, Artificial Intelligence and Databases

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Honors & Awards

- Top 6 Swift and top 12 Obj-c Github user in Spain due to open source
- 3rd position in CUPCAM 06 representing my University
- Oracle's Best Trainee of the year



WORK EXPERIENCE

- **SILTEK SOLUTIONS S.L.** (Spain) / December 2016 to Present
Mobile lead ● Team lead, Scrum Master, iOS Developer, Android Developer
- **MOBIQUITY** (The Netherlands) / February 2012 to December 2016
Senior iOS developer ● iOS Developer, Project lead, Android Developer, Web Developer, R&D
- **FREELANCE** (San Francisco - USA) / April 2011 to December 2011
iOS & Android developer ● iOS Developer, Android Developer, Student
- **MOBIVERY** (Spain) / January 2009 to April 2011
Mobile developer & Scrum Master ● Scrum Master, iOS Developer, Android Developer
- **WIXEL SOLUTIONS** (Spain) / September 2007 to January 2009
Founder & Web developer ● Entrepreneur, Web Developer
- **ORACLE** (Spain) / December 2005 to September 2007
Sales Operations & Strategy trainee ● Trainee, SQL, Data Analysis



SKILLS

Roles

iOS Developer

Team Lead

Android Dev.

Web Developer

Technology

Objective-C

Java

Javascript

Swift

C/C++

HTML/CSS

Areas of interest

Development

Machine learning

Scrum / Agile

UX

Languages

Spanish

Dutch

English

French



HIGH EDUCATION

- **Master Web Engineering** / January 2008 to December 2008
Universidad Carlos III ● Web technologies, Web development, Project management
- **Computer Engineering degree** / October 2002 to June 2007
Universidad Autónoma de Madrid ● Algorithms, development, project management, IT

SUMMARY

Mobile Architect & Certified Scrum Master with more than **8 years of expertise in iOS and Android apps**, and over 10 years in the IT industry.

Currently, at Syltek Solutions, I am in charge of **leading the mobile development team** and reviewing **code quality & practices**, as well as helping transitioning Syltek from a traditional waterfall based company to an **Agile** driven one. We are creating an incredible product to allow end-users to reserve sport facilities and find other players to play their favorite sports within their area. The product will be released by the end of 2017.

In Mobiquity, I performed the roles of **Senior Developer** and **Project Lead** for customers like Ziggo, MyOrder, ASDA or Vomar; always with great success due to a combination of proactivity, very solid technical knowledge, good understanding of customers and a high focus on user experience. I worked mainly with **iOS** but I also participated on **Android and Backend (Java)** projects.

Before joining Mobiquity, I worked for Mobivery, a startup fully focused on mobile apps that quickly became the reference in the Spanish market, growing from 10 employees to more than 40 in 2 years, and with many iOS and Android apps placed in the top 10 of their stores. At Mobivery, I was **responsible** of the set up and growth of the **mobile team of 5 developers** in Madrid performing as **Scrum Master, developer** and **iOS lead**. Previous to that, I worked on my own company (Wixel) developing web applications in **Java** and **PHP** together with other 2 partners. I started my career as a trainee in Oracle where I was honoured with the “Best Trainee of the year” award.

My education includes a degree in **Computer Engineering** and a **Master degree in Web Technologies**, as well as some other minor courses including an official **Scrum Master Certification** by Jeff Sutherland

My practical work experience for the past 8 years has been mainly on mobile development (especially iOS), and prior to that in web development. During this time I have developed applications for a wide plethora of sectors like banking, media, retail, etc.

I am a very **good team player** and a **passionate full-stack developer**, with some open source libraries that helped me rank among the top6 Swift and top12 Objective-C developers in GitHub in Spain (<http://git-awards.com/users/search?login=angelolloqui>). In addition to that, I also represented my university and ranked on the 3rd position of the yearly programming contest CUPCAM06 in Madrid.

KNOWLEDGE AND SKILLS

- **Areas of Focus:** Mobile applications, Software development practices, Scrum
- **OS:** Mac, Linux and Windows.
- **Languages:** Spanish (Native), English (Fluent), Dutch (notions), French (notions)
- **Programming Skills:** Swift, Objective-C, Java, Kotlin, JavaScript, C/C++, SQL, Ruby, PHP
- **Platforms & Frameworks:** iOS, Android, React, AngularJS, Spring, Hibernate, RubyOnRails
- **Development Tools:** Xcode, Android Studio, IntelliJ, Git
- **Other areas of interest:** Startups, Machine Learning, UX, Security, Big data

EDUCATION & TECHNICAL TRAINING

- **Web Engineering Master**, Universidad Carlos III, Spain, 2008
Master divided into three areas: Web **technologies** (Web 2.0, Semantic Web, security, ...), **development** (usability and web development with J2EE) and **management** (analysis, legal aspects, schedule, team leading skills, ...)
- **Computer Engineering Degree**, Universidad Autónoma de Madrid, Spain, 2002 - 2007
General IT science knowledge including large number of practices using **C** and **Java** as main programming languages
- Other courses and trainings:
 - **Certified Scrum Master**, Scrum Alliance - Netherlands - 2016
 - **Master in Business English**, EF, San Francisco - USA - 2011
 - **Introduction to AI & machine learning**, Stanford University. - online - 2011
 - **Advanced Scrum**, Mobivery - Spain - 2010
 - **Scrum**, Mobivery - Spain - 2009
 - **Business Administration course**, ESINE - remote - 2007
 - **ASP .Net 2.0 Web development**, CICE Madrid - Spain - 2006
 - **Oracle DB 9i - 3 official Oracle PL/SQL & DBA courses**, Madrid - Spain 2006

PROFESSIONAL EXPERIENCE

Syltek Solutions S.L., December 2016 – Present

In Syltek, I am performing the role of mobile team lead and helping the company to shift to Agile practices. My day to day includes development in iOS and Android, choosing the best technology stacks and setting up code conventions and team practices. At Syltek, we are creating a unique app for users to reserve sport facilities and find players to play with around their area.

Mobiquity, Inc. February 2012 – December 2016

In Mobiquity, I was hired as Senior iOS developer but I was chosen as part of an internal team for R&D and I later evolved to roles of tech/project Mobile lead. Some of the most interesting projects I took part:

Vomar. Mobile Lead & Backend developer (6 months)

The project for Vomar consisted on creating a full eCommerce platform to provide customers the ability to order online and get their groceries at home. My role in the project consisted in leading the development of all the mobile apps (iOS and Android), as well as define and develop the backend endpoints needed to support them. Specially interesting is the fact that the Android mobile apps for the employees included integration with portable printers, barcode scanners and a turn by turn navigation system for the drivers.

ASDA Automated Pickup Point. Android & Backend Developer (8 months)

The project consisted in creating an automated pickup point for ASDA groceries in the UK automated by robotics operating 24*7. Robotics hardware was provided by a third company, and we were in charge of all the other layers, from synchronising the information from ASDA systems to operate the robot in a low level basis. Although I participated in all areas of the project, my main task was the development of the user terminal apps (Android) and the development of the procedures and commands to operate the robot (Java).

MyOrder. iOS lead (1 year)

MyOrder is a product from Rabobank where users can buy multiple goods and services online. At first, Mobiquity was hired to build a payment SDK for them to use in their existing iOS app, but quickly the project scaled to the full rebuild of the whole platform and mobile apps from scratch. I was responsible from the very first day in all the phases, including the definition of new APIs, the development of the new iOS app and the kickoff of some side projects around the platform.

Ziggo TV app. iOS developer (6 months)

I was part of the team responsible of rebuilding the ZiggoTV iOS app, where users could watch more than 160 channels online, follow the news of their favourite programs, etc. An interesting technical challenge was the new player with DRM enabled as well as the synchronisation of the DB for offline consumption.

Freelance, April 2011 – December 2011

While studying in San Francisco (USA), I worked as freelancer. Apart from very small projects, my main client was my former company (Mobivery), for which I developed iOS and WebOS apps:

Malcom. iOS developer (3 months)

Malcom was a product from Mobivery to provide a cloud service featuring Analytics, Advertising and User engagement. I was in charge of the development of the official iOS SDK to connect to the Malcom Server.

As.com. WebOS developer (3 months)

AS.com is the second largest sports newspaper in Spain. I was responsible of the development of their mobile app for a new operative system (WebOS) that was about to come to live for Palm/HP devices. WebOS was not successful and later sold to LG for Smart TVs.

Mobivery, January 2009 – April 2011

In Mobivery, I was hired as the main developer and responsible of setting up a new mobile development team in Madrid. During my time there, we transformed the team and the company to follow Scrum practices, becoming the Scrum master of the team and the company's iOS lead. My team was chosen for 2 consecutive years as the best team out of the 5 in the company. A few examples from the multiple projects developed:

RTVE. Project lead & iOS developer (3 months)

RTVE is the Spanish public TV channel. In that project, I did the management and almost all of the development (about 90%) of the iOS app to watch TV online and follow the news. Reached Top 1 in Spain with excellent reviews.

Canalcocina. Project lead and iOS developer (6 months)

Recipes application similar to AllRecipes. I did the management, and participated on the iPhone and iPad app development. Specially challenging was the DB synchronisation for offline consumption as well as the custom built-in SQLite to use extensive text search queries. Reached Top 1 in Spain.

Marca. iOS developer (3 months)

Marca is the principal sports newspaper in Spain. I was in charge of the development of their mobile app, which was one of the first iPhone apps in the AppStore from a media company in Spain, and which ranked #1 in the local market for many weeks (even today is still one of the most downloaded apps in Spain ever). Specially challenging was the fact that it was also my first developed mobile app (SDK 2.1) and the lack of any documentation for iOS development on that time.

Wixel Solutions, September 2007 – January 2009

I founded Wixel Solutions with other 2 partners to create a product to administrate neighbourhoods online. As founder, I was in charge of almost every single aspect of the company, from the development (mainly Java) to company management. Besides our own product, I also developed a full website in PHP to provide access to a huge database of financial information for Intertell S.L.

Oracle, December 2005 – September 2007

I was hired as a trainee and part of the Operations & Strategy team, where I participated in the construction of an internal DataWarehouse of marketing and customers; and an automated process to unify agendas from Oracle's executives. Technologies used were Oracle's SQL in

combination with import scripts written in Visual Basic. I was given the “Best trainee” award for my proactivity, hardworking and results out of more than 50 other candidates.