

HIGUERA HAROL

MOBILE DEVELOPER



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OVERVIEW

I am a software engineer enthusiastic about bringing to reality smooth mobile applications that make people's lives easier and help businesses to make their ideas come true. I have over 8 years of experience developing mobile applications for a variety of Clients in Japan and Overseas. Capable of proposing innovative solutions while following security standards and good coding practices.

PROGRAMING LANGUAGE EXPERIENCE

Swift	6 years	Dart	3 years
Objective C	2 years	Typescript	1 year
Swift UI	1 year	C#	1 year
Java for Android	4 years	SQL	2 years
Kotlin	2 years		

WORK EXPERIENCE

Senior Mobile Application Engineer

10/2018 to present

Monstar Lab, Inc, Tokyo, Japan

<https://monstar-lab.com/jp/>

DUTIES:

- Senior mobile engineer in charge of developing, architecting or leading on mobile native IOS, Android or Flutter mobile applications.
- Collaborate with project managers, backend engineers and Clients to satisfy the requirements and deadlines.
- Participate in daily meetings.
- Architect serverless mobile applications using Firebase products and Headless CMS.
- Automate CI deployments for testing and Store release by using CircleCI or Bitraise.
- Maintain and add new features to existing applications.
- Conduct Unit Tests when possible.
- Coach junior engineers on mobile native development and Firebase-based systems.
- Create development plans, schedules and estimations by using tools such as Google Suite tools, State diagrams and UML diagrams.
- Lead and support groups of up to 5 mobile engineers.

ACCOMPLISHMENTS:

- By working in this company I have acquired a great experience in dealing with major Clients in Japan on big projects.
- Acquired experience in working with Scrum and Waterfall development methodologies.
- I had the opportunity to guide Junior engineers during the development process from planning to release.
- Improved my communication skills in the Japanese Language.
- Solidified concepts about architecting mobile applications by putting it into practice in real projects.

Mobile Application Architect and developer

04/2017 to 09/2018

Beepnow, Osaka, Japan

<https://beepnow.io/>

DUTIES:

- Design of total mobile application and back-end services according to requirements.
- Development of back-end services.
- Development of IOS mobile application.
- Unit Testing of Spring Boot server application.
- Deployment of back-end applications in Amazon web services.
- Deployment of IOS application to apple store.
- Creation of Restful API documentation for mobile applications and Admin Portal.
- Work in cooperation with Malaysian company in charge of creating crypto wallet service for payments.
- Travel to the Middle East and United States in order to attend events related to Blockchain.

ACCOMPLISHMENTS:

- Acquired great experience integrating Stripe Connect and Stripe Payments in a marketplace kind of system.
- Dramatically increased experience in architecture design of complex mobile application solutions and development with Spring Boot framework.
- In cooperation with the Malaysian company BTM, we achieved the design of a solution for payments and transactions for the business model involving a cryptocurrency.

Mobile developer

10/2015 to 04/2017

DevWiz. Crows Nest, NSW. Australia

<https://www.devwiz.com.au/>

DUTIES:

- Responsible for developing mobile applications totally or in cooperation with other mobile and backend engineers..
- Developer for Android and IOS platforms by Using Java for Android, Objective C and Swift..
- Agile development, daily scrum.
- Development under deadline and estimation.

ACCOMPLISHMENTS:

- Acquired lots of expertise and knowledge on mobile development in general and best practices.
- Increased development speed mainly to develop in Android Java and Swift.
- Become the best Android developer in the team, in terms of best architecture solutions and best performance.

Electronic Engineer, Control System designer

04/2015 to 09/2015

ASAHI VISION, Nagoya, Aichi, Japan (Now owned by Tomey Corp.)

DUTIES:

- Control design of Auto alignment mechanism of ophthalmic equipment,
- Development of algorithms.
- Carry on simulations in Matlab.
- Drawing of control flows of multiple mechanisms.

ACCOMPLISHMENTS:

- I had the first experience working in a Japanese culture atmosphere.
- Acquired lots of experience using DRBFM, Design Review Based on Failure Mode as a development management system.
- Learn a lot about machine development and detection of failures.

EDUCATION

Bachelor of Applied Science - BASc: Electronic Engineering and telecommunication systems.
INDUSTRIAL UNIVERSITY OF SANTANDER (UIS)
12/2013, Bucaramanga, Colombia.

English and Business
THE LONDON SCHOOL OF ENGLISH
10/201,1 London, United Kingdom

LANGUAGE SKILLS

JAPANESE

Level: Intermediate conversational Business Level. Basic writing.
Certificate: JLPT N3. Score: 70/180. December 04, 2016, Nagoya.

ENGLISH

Level: Fluent
Certificate: IELTS. Score: 7.0 / 9.0. April 23, 2012, London.

SPANISH

Native level.