

🎓 EDUCATION

Software Engineering, ETSISI (UPM)

09/2014 - 07/2019

Final Degree Project: Pressurizer [🔗](#) (only in Spanish). Published under the license CC BY-NC-ND 4.0 [🔗](#). Also available on the Archivo Digital [🔗](#) of the UPM.

📄 CERTIFICATES

Associate Android Developer (Kotlin) [🔗](#)

Professional Scrum Developer™ I (PSD I) [🔗](#)

📁 PROJECTS

Alpine Android, Lightweight Docker image for testing and compiling Android applications [🔗](#)

03/2017 - present

Docker image based on Alpine Linux for testing and compiling Android applications. Thanks to Alpine you can get a lightweight and less heavy image than Debian/Ubuntu based images. There are several base images that can be extended from, depending on the JDK (8, 11, 17). The average size of Android 12 image is 500MB.

Supported versions range from Android 9 to Android 12.

It has over 400,000 pulls from DockerHub and 160+ stars on GitHub.

Pressurizer,

Steam library expense management [🔗](#)

11/2018 - 06/2019

The functionality of this application is to give the possibility to keep track of the expenses made by the users of the Steam platform.

This project is divided into two parts. The server part [🔗](#), escrita written in Kotlin, using the Ktor web framework and the PostgreSQL database. On the other hand, the client part [🔗](#) is written in TypeScript and Vue.js.

PkmmDex, Pocket Pokédex for Android phones

07/2013 - 12/2016

Developed in Java and without previous knowledge of Android. A simple application that showed the list of all available Pokémon up to the 7th generation and gave you the possibility to visit different web pages to see the information.

Currently unpublished from Google Play, it reached over 700,000 downloads with a rating of 4.02.

Álvaro Salcedo García

Senior Android Developer

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📁 PROFESSIONAL EXPERIENCE

BABEL Sistemas de Información

Senior Android Developer

01/2021 - present

Working mainly in two projects of Santander Deutschland performing maintenance and evolution of both applications. Occasionally I collaborate on other projects that require additional assistance. Regarding the projects of Santander Deutschland:

- I improved the stability of the application by increasing the percentage of crash-free sessions from 82% to 99.4% in two months. Currently both applications have an average crash-free sessions of 99.9%.
- I try to keep the applications always up to date, using the new features available in Android and Kotlin.
- I increased code coverage from 37% to 81% by performing instrumental and unit tests.
- Code refactoring: increase readability and improve the structure of the code; technical and functional documentation; improvements in smoothness and speed.
- I improved the security and integrity of the application by performing actions such as: encrypting sensitive user information, avoiding the use of modified devices and code obfuscation.
- I created two data mocks, one static and one dynamic. I made them because of the limitations to connect to pre-production environments. Both are written in Golang

Junior Android Developer

07/2019 - 12/2020

Intern Android Developer

02/2019 - 07/2019

🗣️ LANGUAGES

Spanish • English

🧠 SKILLS

Adaptability

Android

Agile

Tools (Android Studio, Git, Jira)

Languages (Kotlin)

Teamwork