

Manuel Gómez



Mobile Developer

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Professional Summary

Mobile software engineer with over 4 years of experience in the design and development of both cross-platform and native applications, specializing in technologies such as **Unity**, **Kotlin**, and **Swift**. I have worked on teams in projects involving Augmented Reality (**AR**) and Virtual Reality (**VR**), from conceptualization to implementation and launch.

To deepen my knowledge in mobile development, I recently completed a master's degree in mobile development at the University of Alicante, where I focused on native mobile development for **Android** and **iOS** using Kotlin with **Android Studio** and Swift with **Xcode**, as well as cross-platform applications with Ionic and the use of Laravel for API creation.

I completed this master's degree while working as a Programming teacher in schools, where I honed my communication, presentation, and team management skills, among other soft skills.

I am seeking to continue my career in mobile software development, applying my skills in creating innovative solutions and contributing to the success of challenging projects in dynamic and collaborative environments.

Relevant Experience

Crisalix - Unity Developer y VR

April 2022 - October 2022

I contributed to the development of *Estetix 2*, a tool built in Unity that allows users to visualize the before and after of cosmetic procedures. I also participated in the refactoring of the Virtual Reality application. I used **Git** and **Gitflow** in **GitHub** repositories for team collaboration, and development tasks were managed through **Jira**, adopting a **Scrum** approach with weekly sprints, which ensured the consistent delivery of key features.

CypeSoft - Unity Developer y AR/VR/MR

January 2018 - July 2021

I worked on the complete design and development of Bimserver.CenterAR, an Augmented Reality application that enables users to visualize BIM models in real-time. I participated in all areas of development, from the initial conceptualization to the launch and subsequent integration with the main Bimservercenter platform. Additionally, team coordination was managed using Git and **Bitbucket** following the **Gitflow** methodology. Task planning and distribution were handled through **Jira**, using a **Kanban** approach, which allowed for a continuous workflow and steady deliveries.

Education

Master's Degree in Software Development for Mobile Devices - University of Alicante

September 2023 - July 2024

Master's program focused on deepening knowledge in native Android and iOS development using **Kotlin** and **Swift**, as well as cross-platform applications with **Ionic**, **Laravel**, and **Unity** with **C#**.

Link to the master's program:

<https://eps.ua.es/es/master-moviles/master-universitario-en-desarrollo-de-software-para-dispositivos-moviles.html>

Bachelor's Degree in Multimedia Engineering - University of Alicante

September 2013 - December 2017

Link to the bachelor's program:

<https://web.ua.es/es/grados/grado-en-ingenieria-multimedia/>
