

IAN-ANDONI MAGARZO FERNANDEZ

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PROFILE

I am a multimedia engineer with 6 years of commercial experience focused on iOS development and UX/UI design. Due to my multidisciplinary background I also domain fields like video production, photography, and marketing.

EXPERIENCE

- 2020 – 2023
[Aug - Now] **INFINITY WORKS / ACCENTURE.** iOS Lead iOS Developer (**Contractor**). *London*
- Functions: Now I'm working on the Nectar app of Sainsbury's. During my first year, I developed partnership campaigns like exchange Avios (British Airways) by Nectar Points. Later on, I moved into a leadership position and started taking care of CI automation, releases, increasing test coverage, mentoring junior developers, adding internal modules and working with other teams within the organization.
- Keywords: Carthage, CircleCI, Clean Architecture, CoreData, Fastlane Match Certificates, Figma, Loyalty program, MVVM, Snapshot/UI/Unit Testing, Swift Package Manager.
- 2020 - 2020
[May - July] **FUTURE PLATFORMS.** Senior iOS Developer (**Contractor & Permanent**). *London*
- Functions: I've maintained and added new functionalities into the apps of the transport operator First Group. Future Platforms is an IT consultancy focused in helping companies with their digital transformation.
- 2018 - 2019
[Nov - Sep] **WARACLE.** Senior iOS Developer (**Contractor**). *London*
- Functions: I worked in the digital health department developing apps to conduct medical trials for a big **pharmaceutical company**. My main task was to build a **geofencing framework** and manage a ruby environment for configurations and continuous integration.
- Keywords: Agile, Charles, CI, Fastlane, Jenkins, MVP, Pair Programming, RxSwift, Scrum, Swift, TDD, Transport, Snapshot /Unit Testing, Zeplin.
- 2019 - 2020
[Nov - Apr] **WARACLE.** Senior iOS Developer (**Contractor**). *London*
- Functions: I worked in the digital health department developing apps to conduct medical trials for a big **pharmaceutical company**. My main task was to build a **geofencing framework** and manage a ruby environment for configurations and continuous integration.
- Keywords: Bitrise, CI, Client Meetings, Clinical Apps, Data Encryption, Flow Coordinator, Location SDK, MVP, Private Pods, Rbenv, Remote work, SQL, Swift, Unit Testing, YAML.
- 2017 - 2018
[Nov - Oct] **PALRINGO.** iOS Developer. *Newcastle*
- Functions: As an iOS Developer I was responsible of maintaining and adding new functionalities into the app. Palringo is a gamified chat where one can meet new people, discover thematic groups, and play embedded games inside the chat rooms.
- Keywords: AWS Pinpoint, Chat, Confluence, Fastlane, GitFlow, Jira, Objective-C, Swift, VIP.
- 2016 - 2017
[Oct - Nov] **CREATIVIALAB.** iOS Developer and UX/UI Designer. *Barcelona*
- Functions: I worked in a marketing company creating new user relationships with major brands through mobile technology. During that year I developed two iOS apps, and designed/prototyped one more which was presented to investors.
- Keywords: Advertising, AWS EC2, AWS RDS, Basketball, Car Dealers, Objective-C, Push Notifications, Sales, Sports, UI, UX.
- 2015 - 2017
[Oct - Sep] **LASALLE – R&D.** Human-Computer-Interaction Researcher. *Barcelona*
- Functions: Researched new interactions between humans and objects, between objects themselves, and ways in which we could make them more natural.
- Keywords: AR/VR, Electronics, Human-Object-Object Interaction, Prototyping, Research.

OTHER

Collaborated with the Mensa association by designing logos, advertising and merchandising elements for its Games Tournament editions 2010, 2011, 2012, 2013 and 2014.

STUDIES *LaSalle, Ramon Llull University, Barcelona.*

2016 - 2017 Master's in **Design and Development of Mobile Apps**
2011 - 2016 Degree in **Multimedia Engineering**

MOST RELEVANT PROJECTS

- **First Group:** During my work for Future Platforms I was involved in developing the First Bus and the Rail apps (GWR, SWR, TPE, Hull) where there's a common project which contains four targets and generates these apps. The iOS project is **fully written in Swift and architected in MVP**. The presenters' logic is covered by unit/integration tests and the view controllers and other components by snapshot tests. Jenkins is in charge of the continuous integration process.

Keywords: Charles, CI, CocoaPods, Firebase, Git, Google Analytics, iOS, Jenkins, MVP, Snapshot Testing, RxSwift, Swift, Transport, Unit Testing, .NET.

- **Property Cross:** During my master's I developed a native application which allows finding properties for rental or sale, order them by price, space or proximity and search them by name. I also developed the entire backend of the app.

Keywords: Android, CocoaPods, Git, Gradle, iOS, Objective-C, Meteor, MongoDB, MVC, NodeJS, Scrum, Sketch, Trello.

ADDITIONAL TRAINING

- ICH - Good Clinical Practices E6(R2). Whitehall Training, (2020). -License 003061756
- Certified Scrum Master. Scrum Alliance, (2019). -License 967252
- Design Mobile Apps from scratch using Sketch 3. Udemy, 16 hours (2017). -License UC-JXB7N58Z
- CCNA1 Exploration: Network Fundamentals. LaSalle (CISCO Recognized center), 70 hours (2014)
- 3D MAX (2013) Level 3. Autodesk, 60 hours (2013). -License 169CRZJIC6
- Introduction to 3D Level 2. FX Animation Barcelona, 60 hours (2010)
- Introduction to 3D Level 1. FX Animation Barcelona, 60 hours (2009)

COMPUTER SKILLS AND TECHNICAL

- Advanced user of both Mac OS X and iOS, intermediate of Windows and Android, basics of Linux.

-TECHNICAL EXPERTISE

- Agile, Databases, **Design**, Digital Photography, **Networks**, **Prototyping**, Scrum, **Usability**.

-LANGUAGES

- C, C#, C++, CSS3, Flash, HTML 5, Java, JavaScript, MySQL, **Objective-C**, PHP, **Ruby**, **Swift**.

-ENVIRONMENTS

- **Android Studio**, Arduino, **Atlassian**, Eclipse, MATLAB, OpenGL, Processing, React Native, **Unity**, Visual Studio, WordPress, Xamarin, **Xcode**, .NET.

-TOOLS

- After Affects, Dreamweaver, Fastlane, FFmpeg, **Final Cut Pro**, **Git**, Illustrator, InVision, iWork, Jira, Lightwave (3D), Logic Pro, Microsoft Project, Motion, Office, phpMyAdmin, Photoshop, Premiere Pro, **Sketch**, **Star UML**, Subversion, SQL Server, Trello, 3D Studio Max.

LANGUAGES

Spanish: native
Catalan: native
English: advanced