

# Julio Ernesto Rodríguez Cabañas

## Android developer

With 7+ years of professional experience, a passion for good coding practices, and a user-centric approach, I pride myself on developing reliable, maintainable apps that help and delight their users.

Relevant skills include, amongst others, Kotlin, Compose, MVVM, CI/CD, SQL, GIT, and testing.

### PROFESSIONAL EXPERIENCE

#### Android Engineer • Monzo • *London, United Kingdom (remote)*

2021–Present

- With 5+ million downloads just on their Android app, Monzo is a renowned, multi-awarded fintech startup based in the United Kingdom.
- Worked mainly on Flex, a credit product, leading groups of engineers on the implementation and delivery of new functionality, as well as helping during the planning and design phases of said functionality. Examples include, amongst others, the launch of Flex physical cards and a very successful app-wide winter promotion for Flex.
- Contributed to the wider team with various proposals for improvements, influencing, for instance, the release process and the design system; and by conducting interviews for potential candidates.
- Technology stack included *Android (Kotlin), Clean(ish) Architecture, MVVM, Jetpack Compose, RxJava + Coroutines, Room, Retrofit, Hilt...*

#### Cross-Platform Mobile Developer • Screenmedia • *Glasgow, United Kingdom*

2016–2021

- Participated in the planning, architecting, development, refactoring, publishing, and maintenance of many different mobile apps, as well as a few voice apps, both solo and within varied teams.
- Helped define and improve coding standards, architectural practices, testing practices, and the internal release process.
- Worked mostly in the company's offices, but also as a consultant in some of the clients' offices.
- Prominent companies I worked for included *Honeywell, Next, Arnold Clark, Edinburgh Fringe, Skill Development Scotland, Clydesdale Bank, Britvic*, and some more.
- Technologies I worked with included *Flutter, Xamarin + MvvmCross, Xamarin Forms, Native Android, UWP, Alexa...*

### PERSONAL PROJECTS

#### Android Applications

2012–Present

- **Published applications** include a productivity app called "Shopping Lists (with widget)" with **200k+ downloads**, and a casual, 8-bit style game called "Keepie Uppie" with 1k+ downloads.
- **Unpublished and discontinued applications** include, amongst others, an awarded smart carpooling app (my honours project), an app to find open pharmacies in my home town that was featured in a local newspaper, and an app to save links for later that I developed privately just to learn Compose.

## Android Libraries

2016–Present

- **Vertical Stepper Form:** UI library written in Java that allows you to create vertical step-by-step forms that follow the (now outdated) Material Design guidelines. It has **1k+ stars** on Github.
- **Drag & Drop n' Swipe Recyclerview:** UI library written in Kotlin that brings extra features to any recycler view. It has **800+ stars** on Github.

## Flutter Applications

2020–Present

- **Published projects** include a puzzle game called “Ghost Rigger” that I developed along with two more people for the Flutter Hackathon of 2020. Out of 250 projects, ours made it to the top 10.
- **Unpublished projects** include a couple of unfinished games that I started developing just for fun using the Flame library.

## EDUCATION & ACADEMIC AWARDS

**BSc (Hons) Computing Science** • University of the West of Scotland • *Paisley, United Kingdom*

2015–2016 (Erasmus year)

- Full diploma obtained with a **first-class grade**.
- The honours project, an Android app, was selected by the university as the **best project of the year**. Consequently, the university selected me as their candidate for the national Scottish contest “Young Software Engineer of the Year”, where I ended up being a finalist.
- The honours project additionally received the award “Best Emerging Web & Mobile Project” at the “Digital Futures” event hosted at the university. Thanks to this, a few interested companies invited me to interview for them, which in turn allowed me to land my first job as a mobile developer.

**Four-year Degree in Software Engineering** • Universidad de Extremadura • *Cáceres, Spain*

2012–2015

- Grade of **8.7/10**.
- “**Honours Distinction**” granted in **9 modules**. These distinctions are awarded discretionally to reward outstanding performance and include an economic prize.

## LANGUAGES

- **English** • *Proficient*
- **Spanish** • *Native*