



PERSONAL INFORMATION




Jonathan González Cortés

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Date of birth 13/10/1991

STUDIES APPLIED FOR

Computer Engineer

EDUCATION AND TRAINING

06/09/2009–26/12/2014

Career in Informatics Engineering

UPC-FIB (Barcelona School of Informatics), Barcelona (Spain)

- Obtained 3 distinctions
- Final career project grade: 9.0

22/01/2013–01/02/2013

3D Modeling and Animation (40 h) Diploma

JEDI Academy, Barcelona (Spain)

12/09/2007–01/07/2009

Baccalaureate Certificate

Xaloc, Barcelona (Spain)

- Modality: Science & Technology
- Final grade: 9.1

12/09/2003–28/06/2007

Secondary Education Certificate

Xaloc, Barcelona (Spain)

- Final grade: 9.6

WORK EXPERIENCE

18/04/2017–Present

Java EE Full Stack Developer

Everis, Barcelona (Spain)

Autonomous maintenance of several applications owned by IMI (Institut Municipal d'Informàtica de Barcelona).

- Corrective and evolutionary maintenance using the **Java EE** API package (**JSP**, **Servlets**, **EJB**, etc.) and industry standard frameworks (**Spring**, **Hibernate**, **Struts**).
- Creation of a **REST API**.
- Implementation of new functionalities.
- Query optimization (**Oracle SQL**).

03/10/2016–12/04/2017

C# Developer

ACA (Agència Catalana de l'Aigua), Barcelona (Spain)

Update of the SGQA application, responsible for managing the quality controls of Catalan bathing

waters.

- Implementation of new functionalities using **ASP.NET (C#)**.
- Generation of analysis reports using **Crystal Reports**.
- Bug fixes on both frontend and backend.
- Full deployment on production servers.

23/05/2016–30/09/2016 **Android Developer (Team Lead)**

Base Technology & Information Services, Barcelona (Spain)

Development of a native app for buying and selling products targeted towards wholesalers.

- Functional decision making.
- UI design.
- Server communication using **RESTful** services.
- Secure user registration and authentication through **OAuth2**.
- Download and caching of images using **Glide**.
- Integration with **Fabric (Crashlytics)**.

01/09/2015–20/05/2016 **Android Developer**

Base Technology & Information Services, Barcelona (Spain)

Development of a native Wellness app with social and gamification features.

- Real-time server communication using **Firebase**.
- User authentication through Google Sign-In.
- Creation and management of the internal DB using **RealmDB**.
- Implementation of client code using the **MVP** architectural pattern.
- Frontend design and navigation logic.

20/04/2015–31/08/2015 **Hybrid Application Developer**

Base Technology & Information Services, Barcelona (Spain)

Development of a hybrid app (**Cordova/PhoneGap**) for consulting an ERP from mobile devices.

- UI design.
- Development of new functionalities (**Javascript** and **Angular**).
- Integration with **Google Analytics**.
- Bug fixes.

PERSONAL SKILLS

Mother tongue(s) Spanish, catalán

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C1	C1	B2	B2	C1
Cambridge English: First (FCE) B2					

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
Common European Framework of Reference for Languages

Job-related skills Strong **C++** background with more than 2 years of professional experience working in **C#** and **Java**.

Experience working in interdisciplinary teams, using version control systems (**Git**, **Subversion**) and following sprint-based agile methodologies (**SCRUM**).

Great emphasis in computer science (algorithm design, AI, code optimization, physics, multithreading, etc.) and computer graphics (**OpenGL**, shaders (**GLSL**, **CG**), vector maths, procedural generation, particle systems, GUI programming, etc.).

Experience managing little teams, using project management software (**Trello**, **Jira**) and giving internal training courses to co-workers (**SOLID** principles and software design patterns).

Deployed 3 apps on Google's Play Store offering after-release user support (issue tracking, **Crashlytics**) and UX analysis (**Google Analytics**).

Two video games developed as academic works and a final career project focused on the generation of quality art for graphic applications. [Know more...](#)

Self-taught experience with **Unity** (1 year), including in-depth knowledge about the **ShaderLab** syntax, the **Mecanim** animation system, **UNET** and custom editor implementation.

Proficient in the use and maintenance of data bases (**SQL**, **Firebase**, **RealmDB**) and server communication.

Good command of 2D art software (**Photoshop**, **Animate**) and 3D modeling and animation tools (**ZBrush**, **Blender**).

Passionate, fast learner, proactive and results-oriented.

Driving licence B

ADDITIONAL INFORMATION

Memberships VGAFIB: video game developers association of the UPC-FIB (Barcelona School of Informatics)
Active member of Sergio Manzano's sport centre