

# Elsy Sugeli Pinzón Vivas

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## EDUCATION

### Facultad de Matemáticas, Universidad Autónoma de Yucatán

Bachelor of Software Engineering

Graduating in May 2018

GPA 88/100

## WORK EXPERIENCE

### Shapp

Junior Mobile Developer

Mérida, Yucatán, México

April 2016 - Present

- Developed and coded native applications for mobile devices using java for android and swift for iOS.
- Used code version control tools and project management tools for planning, measurement and development of activities based on the agile methodology scrum for collaborative teamwork.

### Swapwink

Junior Android Developer

Mérida, Yucatán, México

July 2015 - December 2015

- Developed native applications on android using java and Android Studio as IDE.
- Used code version control tools and project management tools for planning, measurement and development in collaborative teamwork.

### Endor

Junior Android Developer

Mérida, Yucatán, México

January 2015 - December 2015

- Developed native applications on android using java and Android Studio as IDE.
- Used code version control tools and project management tools for planning, measurement and development in collaborative teamwork.

## MAJOR PROJECTS

### Follow my Dog (Shapp)

[More information about project in development: http://followmydog.com.mx](http://followmydog.com.mx)

2016 - Present

Application to retrieve the current location of your pet or to retrieve its location in previous days.

Designed and developed Android and iOS native apps in collaboration with another person. Developed the graphical UI for the app. Retrieved pet's information in Json from the API Service and displayed history of routes, geofences and locations in map (using Mapkit for iOS and GoogleMaps for android). Structured the project using Model, View, Presenter architecture. Saved users' preferences (persistence).

### Aidwear (Shapp)

[More information about project in development: 162.211.64.12/login/](http://162.211.64.12/login/)

2016 - Present

Application to track your dear beings and to be informed if they fall and need help.

Designed and developed Android and iOS native apps in collaboration with a workmate. Developed the graphical UI for the app. Made the login functionality letting the user decide whether to log in with a facebook account using the Facebook API or with his/her username registered in the application. Retrieved elder's information in Json from the API Service and displayed the historical registry of routes, geofences and locations in map.

### Rynder (School project)

[More Info about project: github.com/elsypinzonv/rynder](http://github.com/elsypinzonv/rynder)

2016

Android app that updates restaurant's information automatically, while you are moving

Designed and developed native Android app in collaboration with a classmate. Developed the graphical UI for the app. Used the accelerometer sensor to detect left or right shakes. Used Bluetooth to find near beacons. Used GoogleMaps and the Google Locations Service to display restaurants in the map. Used shared preferences to save preferred budget and user name. Got restaurants information based in budget and current location from API Service using Retrofit and HttpOK.

### Hunrr (School project)

[More Info about project: github.com/LuisBurgos/hunrr](http://github.com/LuisBurgos/hunrr)

2016

Application to help users find and decide where they can eat depending on their needs and possibilities (cost, "hunger level" and location).

Developed project in a team of five people following the agile methodology SCRUM. Designed and developed native Android app in collaboration with one classmate. Developed the graphical UI for the app. Got restaurants information from the API service using Retrofit and HttpOK. Displayed the information obtained. Developed add and remove user's favorite restaurants functionality. Implemented login with Facebook using the API of Facebook.

### Swapwink bussines (Swapwink)

[More Info about project: business.swapwink.com](http://business.swapwink.com)

2015

Survey tool to get important information from their customers.

Developed Android native app in collaboration with another person. Contributed as responsible for the frontend. Downloaded, resized and saved images to the API service using Picasso and Volley. Refactored code based on the books "Code Complete" and "Refactoring: Improving the Design of existing code".

## SKILLS

### PROGRAMMING LANGUAGES

4 years: Java

3 years: C/C++

10 months: Swift

### TECHNOLOGIES

HTML, CSS, Android SDK, Git, Jira, Trello, Redmine, Assana, Gitlab.

### AWARDS

1st place at App Challenge Programming Marathon 3.0 (2016)

22nd place at ACM ICPC Mexico and Central America Finals (2016)

24th place at ACM ICPC Mexico and Central America Finals (2015)

2nd place at App Challenge Programming Marathon 2.0 (2015)

1st place at Programming Contest at Science and Technology Symposium (2014)

Participation at ACM-ICPC Battle Programmers Mexico and Central America (2014)

Participation at Mexican Olympiad in Informatics (2010)

### COURSES

Quality requirements specification (UADY, 2016)

Training workshop using ITIL-TDD Methodology (UADY, 2015)

Web application development in Yii 2.0 (UADY, 2015)

Android Application Development (Software Camp, 2015)

CCNA Routing and Switching: Network Basics (Cisco System 2015)

Algorithms Thematic course (OMI, 2014)

### OTHERS

Level 350/500 on MEPT English Test UADY. (2015)

### OS EXPERIENCE (USER)

Windows 5/5, MacOS 4/5, Linux 2/5