

Cecil Eduardo Campos Costa
at your service

Address: 3 Darley Road, M16 0DG, Manchester - UK

Mobile Phone: +44(0)777-6-750-750

Email: cecilcosta@yahoo.com

URL: www.eduardocampos.com

Nationalities: Spanish and Brazilian

KEY SKILLS

- **LANGUAGES**

1. Portuguese: Native
2. Spanish: High level
3. English: Upper intermediate level

- **COMPUTERS**

1. Operating Systems: Windows, OS X, Linux, AIX.
2. Application Programming: Objective-C/Swift, Kotlin, C, C++, C# (C Sharp), Python, Perl, Java, Visual Basic, Visual Basic for Applications, Ruby, Live Code/Revolution, Pascal/Delphi, Scala
3. Internet Programming: HTML5, PHP, ASP, JavaScript y jQuery, JEE, Angular + AngularJS, ReactJS.
4. Database: Oracle + PL/SQL, MySQL, Postgresql, SQLite, MongoDB, Elastic Search, SQL Server, Access
5. Servers: Apache Httpd, Apache Tomcat, BIND, Exim, ProFTPD, SSH, NodeJS, Meteor
6. Frameworks: Spring Boot/Web, Struts, Zend Framework, MyBatis, Akka.
7. ORM: Hibernate, Core Data.
8. Object Oriented Technologies: UML
9. Mobile Technologies: Android (Java and Kotlin), iOS (Objective-C and Swift), Phonegap, Unity, Ionic
10. Graphical Design: basic knowledge of Photoshop, Gimp and Blender

PROFESSIONAL EXPERIENCE

October 2017 – present

Company: Manchester App [Manchester, UK]

Position: Full Stack Developer (contract)

Development of a white-label app. The project consists mainly in creating a generic app where it can be branded.

- Adding and testing new features
- Profiling for checking performance and memory leak

- Helping with the CMS (server side) Development, using Java (JEE), Spring Boot, Spring Data, AngularJS.
- Helping with the Android development using Kotlin.
- Intermediate project using Amazon AWS services, like EC2, Lambda.

The iOS app development was done with Swift on 3 (to Swift 5) using Xcode from 9, Git+Bitbucket as VCS, Crashlytics for detecting new bugs, Firebase, and a few different frameworks, like Core Data and RxSwift.

On the CMS development we used STS as IDE, Amazon EC2 and S3, Jenkins.

The Android app was fully developed with Kotlin.

May 2016 – September 2017

Company: Lifecake (Canon) [London, UK]

Position: Senior iOS Developer

Development of Lifecake, a baby-oriented photo album.

- Adding new features, like native video player and share extension.
- Refactored a few part for better performance, like the age calculator.
- Creation of new components and UI scenes.
- App link: <https://itunes.apple.com/gb/app/lifecake/id488685481?mt=8>

The development was done with Swift from 2.3 to 3 using Xcode from 7 to 9, Git+Github as VCS, Crittercism for detecting new bugs, and a few different frameworks, like Core Data and Realm.

October 2015 – April 2016

Company: HiHo [Manchester, UK]

Position: Senior iOS Developer & Team Lead

Two apps that connect clients with traderpeople (joiners, electricians, plumbers...).

- Development of the partner app using Swift.
- Migration from Swift 1.2 to 2.0
- Web development with NodeJS.
- Promoted to Team Lead
- Interview applicants
- App links:
 - Customer app (iOS): <https://itunes.apple.com/gb/app/hiho/id1065442492?ls=1&mt=8>
 - Partner app (iOS): <https://itunes.apple.com/gb/app/hiho-partner-tradespersons/id1050625660?mt=8>
 - Customer app (Android): <https://play.google.com/store/apps/details?id=com.hiho.hihoapp>
 - Partner app (Android): <https://play.google.com/store/apps/details?id=com.hiho.hihopartner>

The development was done with Swift from 1.2 to 2.2 using Xcode from 6.4 to 7.3, Git+Github as VCS, Fabric for detecting new bugs and distribute the app, and a few different frameworks.

April 2015 – September 2015

Company: ThankSys [Antwerp, Belgium]

Position: Senior iOS Developer

Developing the client side app of an app called FidPay (Swift) and also continuing another app called PassRestaurant (Objective-C)

- Fixing bugs on Sodexo Pass Restaurant (<https://itunes.apple.com/be/app/passrestaurant-la-carte-cheque/id928011571?l=nl&mt=8>)
- Development from scratch of a Loyalty software for iOS (FidCash).
- Design of the "scenes" based on clients mock up

The development was mostly done with Swift, using Xcode 6.2 and 6.3, git+bitbucket as VCS, fabric.io for detecting new bugs and distribute the app.

March 2015 – April 2015

Company: Idea Labs [Antwerp, Belgium]

Position: Senior iOS Developer

The idea of this project is basically rewrite the application “On Air”, which was developed with Swift.

- Development of the app Bundl (previously called On Air) on iOS (<http://getonair.co/>), done with Swift and AVFoundation.
- Bug fixing
- Investigating and developing the Watch Kit extension for an app called CinemApp. Usage of the table, map, and sharing data between the Apple Watch and the iOS app using Core Data on an own framework. (<https://itunes.apple.com/be/app/cinemapp-cinema-programmatie/id976929028?l=nl&mt=8>)
- Customizing a chat app done with JSQMessages.

The development was mostly done with Swift, using Xcode 6.2 and 6.3, git+bitbucket as VCS, fabric.io for detecting new bugs and distribute the app.

December 2013 - February 2015

Company: Qualcomm [Cambridge, UK]

Position: Senior Software Engineer

Development of the Vuforia Augmented Reality SDK for iOS, creation of internal reference apps for checking the application working status, sanity tests, profiling, reporting and fixing bugs. Sometimes it was necessary to develop for Android using the Android NDK.

- Development based mainly on Objective-C and C++
- Unity development was done on C# (Mono Studio) and C++ on its plugin
- Development of the internal app “Master Reference App”, which is an app that works with the different trackers and datasets and it is used for testing the SDK features
- Development of the “Qata With Lua” which is the app that executes the units tests of the SDK. It reads Lua files, loads them in memory and calls the equivalent object/method in C++ by using a wrapper called “Swig” (www.swig.org)
- Fixing and merging Python scripts used for testing the app for installing applications onto mobile devices
- Porting the SDK to 64-bit devices
- Sanity tests after each private or public release
- Fixing and reporting bugs
- Everyday Scrum for reporting the current tasks and their status
- Vuforia samples link: <https://developer.vuforia.com/downloads/samples>

Development done with Xcode (from 4 to 6), Subversion and Git, Jira, TeamCity, Crucible and Confluence.

August 2014 - 2017

Company: Packt Publisher [Remote Work]

Position: Book Author

Author of Swift Programming Language books for Packt Publisher.

- **Swift Cookbook** - Investigation about the Swift programming languages and its new features. <https://www.packtpub.com/application-development/swift-cookbook>
- **Swift Blueprints** – A book that explains how to create Swift 2 apps with Xcode 7. To be published in November of 2015.
- **Reactive Swift Programming** – A book that explains reactive programming paradigm with Swift using a framework called ReactiveCocoa. To be published in 2016.
- **Building iOS 10 Applications with Swift** – Video course for learning the basics of iOS programming.
- **Mastering Swift 5** – Advanced Swift 5 programming (Video Course).
<https://www.udemy.com/course/mastering-swift-5-programming/>

April 2012 - June 2013

Company: Flir Systems [Alcobendas, Spain]

Position: Senior Software Engineer

Flir Systems is a company that produces high-end security cameras. Nexus Server is a software that controls multiple cameras in an area, like a building or street of a district and also can receive information from them like a movement, a temperature change, etc.. The software is written in C and C++.

- Development of new features of the Nexus server, like the scheduler.
- Fixing bugs.
- Configuring the proxy server with Lighttpd and php for the configuration app.
- Profiling and benchmarking with multithread.
- Created a simulator for their remote control (Windows Visual Studio with C# and WPF).
- In the last two months the tasks were changed for developing a customized continuous integration with Python, Django and Mysql.

The environment was mainly Linux, C++ and CVS.

September 2009 – 2012

Company: Conglomo [Madrid, Spain]

Position: Freelance Mobile Developer

As a freelancer Cecil Costa created apps for clients based on Android and iOS. Here is a sample of them.

- (Android) A P.O.S. for the Kalise-Menorquina Group (Spain), which allows distributors to make client orders, check product stock, print invoices, organize daily routes and check for deals. Java, SQLite, SOAP.
- (iOS) iMoonApp, an app for sharing discos and parties status between people and for receiving a gift from the current pub. Done with Objective-C, Core Data, MapKit and PHP with Postgresql on the server side.
- (Unity) Accion Piano Online (under development)– an application for learning how to play the piano on a desktop computer (Mac or PC), iOS and Android. Technologies: C#, C++, Objective-C and Midi.

October 2008 – April 2009

Company: Optenet [Las Rozas, Spain]
Position: Senior Software Engineer

Optenet is a company whose its main product is based on web filters. The idea of the TAP project is to automate the test suite for the software configuration and operation.

- Development with Python and Selenium for the unit tests for the Optenet Security Suite Software

The development was done with Linux, Python, Selenium RC and Selenium IDE.

April 2008 – September 2008

Company: STL (Spanish Lottery) [Madrid, Spain]

Position: Programmer Analyst

STL decided to merge different projects they had which were done with different languages in one single project, done only with C++.

- Development of new features and documenting them
- Development of the protocol BCv2 (UDP)
- Analysis of UML diagrams

The development was done on Eclipse, with Rational Systems Development, XLC, Filenet under AIX and Linux operating systems.

October 2007 – April 2008

Company: IBM [Madrid, Spain]

Position: Developer

- Migration from 32 bit to 64 bit
- Fixing bugs
- Creation of an app that sync up files via ftp.
- Contact technical support
- Got the AIX Certification

Development done on AIX 5L with XLC (C programming language), Make/makefiles, Microfocus Cobol and DB2.

July 2005 – October 2007

Company: DIA% [Madrid, Spain]

Position: Programmer Analyst

DIA% belongs to the top 100 companies in Spain, they are a large supermarket network across eight countries.

- Development of “NA” software, which is software for DIAs P.O.S.
- Reporting and fixing bugs.
- Creation of unit tests with CPPUnity or Python and Pytest.
- Creation of new software version and updates

The development was done with C++, MySQL, Linux, Shell Scripting and Python.

June 2005 – July 2005

Company: DMR [Pozuelo, Spain]

Position: Developer

The main goal of this project was to optimize the database and the software of the Amena's pay as you go mobile service.

- Fixing bugs
- Documenting modifications

- Developing new features

The development was done with J2EE, C, gdb, Solaris, AIX and Oracle Database.

January 2005 – June 2005

Company: Nova Quality [Madrid, Spain]

Position: Developer

- Development of MySQL functions using UDF (User defined functions)
- Optimization of queries and MySQL server configuration
- Development of functions for checking the credibility of data.
- Deployment on Unix systems.
- Creation of applications that receive CSV files, process the input data and output it for the next app (like unix pipes).

The developments were done with MySQL 4, C, Windows and Linux on Itanium.

1998 – Present

Company: Conglomo [Madrid, Spain]

Position: Trainer

As a trainer Cecil Costa had to teach and also learn a lot about how to give reinforcement classes as well as how to create customized in-company courses. Of the various courses I have taught, I have to mention the following:

- In company courses like C++ for Airbus, Perl and Python for Ericsson, PHP and Linux for K3 Systems, iOS for Bambú Software, Android for Arelancer Group, etc.
- Helped lots of students with their final year project, some of them were done in Java, Python+Django or C++.
- 2009 - 2012 - 170 hours Oracle 10g and 11g courses and 190 hours Java Course at AEDE Technology School
- 2012 - 250 hours Java, JEE, Oracle, Struts and Spring courses for Forinem 2002
- 2013 - 250 hours Android, iOS, Phonegap course for Forinem 2002

EDUCATION

Basic Education in Brazil, legalized in Spain

First Grade of Actuarial Science-PUC - Brazil

First Grade of Sciences Security and Business - Universidad Pontificia de Salamanca - Madrid

Completed Third year of Computer Engineering Degree in the Complutense University of Madrid

Studying third year of Computer Engineering at the Universidad Nacional de Educación a Distancia

CERTIFICATES

IBM AIX Certified (examen 190)

Zend Certified Engineer (PHP)

DELE Diploma (Spanish Language)

Cambridge Certification (English Language)

OTHER RELEVANT DATA

With Spanish and Brazilian passport.

With companies in Spain and UK.