

# Lawrence Gimenez

Mobile Developer

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## Work Experience

### OnlineJobs.ph

Senior Mobile Developer, iOS & Android | January 2020 - Current

- Rewrote the app to native Swift and Kotlin that lead to a significant increase of monthly active users.
- Keep the codebase up to date, release builds and bug fixes, and implement new features. Collaborate with everyone including CEO, CTO, design, support and web development teams.
- Publish release builds to both App Store and Play Store.
- Implement Ci/CD using GitHub Actions

### Freelance, Contractual, Part-time

November 2016 - Current

- Worked on the alpha version of the VoxPopin iOS app written in Swift.
- Rewrote the Startender app to native Swift for the beta version.
- Developed the TurnApp iOS app, for a client based in Germany.
- Developed the Qcard Android app, for a client based in Canada.
- Developed the Vesado iOS app, for a client based in Florida, USA.
- And several other mobile projects that are under NDA.

### Alpha One Design

Senior Mobile Developer, iOS & Android | March 2018 - May 2019

- Developed an IoT (Internet of Things) mobile app for both platforms, iOS and Android.
- The app is written in Swift and Kotlin respectively where I need to interact with the RTSP protocol.

### Indiefalcon Limited

Lead Android Developer, Android | October 2015 - December 2015

- Developed the Imaan Plus Android app

### Startechup Inc.

Senior Mobile Developer & Team Lead, iOS & Android | January - November 2016

- Manage and lead the mobile development team and at the same time still contribute to coding, bug fixes, and implementation of features.
- Set team scrum meetings, and interact and deal with clients.
- Participate in recruitment, train and guide junior mobile developers on the best code practices and standards.
- Collaborate with international clients like [Somfy](#), [Key4Events](#), [ActivityLab](#), HungryUp, and [GeeksOnABeach](#).

### Bridge Technology Partners Inc.

Software Engineer, Android | October - December 2014

- Develop the Memory Mark using Test Driven Development methodology.

### RipeConcepts Inc.

Android Developer | May - October 2014

- Developed the [SportXast Android app](#), for a client in New Mexico, USA.
- Wrote unit tests using JUnit3.
- This was the first time we used Android Studio beta.

### iRender Animation Inc.

Android Developer | November 2011 - April 2014

- Part of the Android development team that helped several English-learning Android apps for clients in South Korea, and China, using Eclipse IDE and Android SDK.
- Developed the company's in-house inventory Android application with REST API written in PHP and database using MySQL.
- For early projects we were using the version control Subversion but migrated to Git around middle of 2012.
- I also wrote small scripts in Python. Developed small game projects written in Lua and Corona SDK.

### Opinionology Inc.

PHP Developer | March 2011 - May 2011

- Create web surveys using the company's proprietary software using PHP, HTML, Javascript, and SQL.