

Agustin Alejandro Vazquez Ballan

React Native Developer

PERSONAL DATA

Country: Argentina / European Passport (Italy)

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SKILLS

React Native - Javascript

Android - Java / Kotlin

iOS - Objective C / Swift

Java Spring Framework - REST API

Bitrise / CircleCI - Continuous Integration

Amazon Web Services

Relational Databases - MySQL, SQL Server

Unit / e2e Testing

Firebase

GIT

Unity 3D

FFmpeg

Project Management

Scrum

Unit Testing

MOBILE LIBRARIES

In App Purchase

Google / Apple pay

Social Sign In (Google, Facebook, Apple)

Firebase Analytics / AB Testing

Push Notifications

React Navigation

React Native Web

Redux / Redux Thunk

Axios / APISauce

GraphQL / Apollo Client

Code Push

Google APIs (Maps, Directions, Places)

Location

Geofencing

Android Instant Apps / iOS App Clips

JEST / Appium + AWS Device Farm

Expo

Native Modules / Bridging

Auth0 / AWS Cognito

Sentry

Face ID / Touch ID Authentication

Twilio Voice/Video SDKs

EXPERIENCE

October 2022 - Present: React Native Developer at [CopilotIQ](#)

- Created a user-facing app supported on Android, iOS, and the web, using the React Native for Web library that supported all different screen sizes (phone, tablet, desktop).
- Implemented Twilio Voice and Twilio Video modules on React Native and React (web).
- Improved iOS CI/CD time to half by using different caching techniques.
- Enabled Push Notifications API, Codepush and Google Analytics.

January 2019 – October 2022: React Native Developer at [Toptal](#)

- **HUB International (2022):** Created a mobile app with website tools for employees. Learned to use AWS Cognito, Face ID and Multifactor Authentication. Added several apps with the same code source supporting different UI colors with Android Flavors and xCode Targets. Implemented Universal Linking as well.
- **Fetch AI (2022):** Working on an AI Twin platform. My job is to create mobile app using Auth0, Google / Apple sign in, Maps SDK, Directions API. Also worked with CometChat. Led a team of 2 developers.

- **FairmarketHome (2020-2021):** Developed a home management app in React Native using GraphQL with Apollo client. Learned about Android instant apps and iOS 14 app clips. Created end to end tests using Appium and AWS Device Farm. Added native libraries such as FacebookSDK, Google Sign In, AppsFlyer, OneSignal, CodePush.
- **Scholly (2019):** Worked on Scholly Math and Scholly Search applications (React Native & Expo), specially on in-app purchases and push notifications in Android and iOS. Performed A/B Tests and JEST snapshot testing.
- **Toyboy Warehouse (2019):** Developed a Tinder style application using Animated API in React Native.
Worked with In app purchases and Push Notifications.
- **Mobeezio (2019):** Implemented a bridge from Unity to React Native by using native modules and callbacks. (Unity - React Native)
Created a CircleCI YML file to generate the library files automatically. (Unity - React Native)
Developed modules such as login, register, and friend list. (React Native)

August 2018 – January 2019: Mobile Developer / Project Manager

- **Medvice:** Built a prototype for a startup based in the Netherlands on React Native, and by using AI and OpenGL it can detect health emergencies.
- **Genium:** Worked as a Project Manager for a specific project that consisted of making a web game compatible with Facebook Playable Ads.

June 2012 – July 2018: Founder / Technology Director at [Paisanos Creando](#)

- Coded Virtual Reality, Augmented Reality and video processing projectsBuilt a VR/AR product for McDonald's with Unity. The app trained new employees on oven usage with AR. The phone detected the oven by using the Vuforia SDK and interactive instructions showed up on the screen. The VR product consisted of a 360° video on Google Cardboard about daily tasks in McDonald's.
- Developed push notifications with support for different types of users (active, frequent, inactive, and more).
- Created a mobile tool in Android for training in a Rugby Club. The app consisted of up to 10 phones that were synced with each other via wireless/Bluetooth (sockets). When the game starts, it randomly selects one phone and it shows a screen color or reproduces a sound. The rugby player will respond to that and touch the phone, this will trigger another random phone and so on until the training finishes. The app measures analytics like response time, reaction time, and calculates a score for the training.
- Developed an app called We Cover in React Native for securing goods, like a car or phone. The app tracked your background location and charged you a daily quota, turned on or off via the mobile application and it was secured only in that timeframe. In case an unfortunate event occurs, you could claim it within the app.
- Performed several DevOps tasks like continuous integration and AWS.
- Constructed an app similar to Uber Pool and BlaBlaCar using Google Maps SDK, Google Places API, and Google Directions API.
- Created a video-processing application that overlapped two videos using FFMpeg for Android and GPUImage on iOS.
- Implemented a geofencing API for iOS and Android in several products.
- Worked on a VR project for Android and iOS using the Google Cardboard SDK. It consisted of a list of videos about safe driving.
- Integrated Google Subscriptions (Android) and in-app purchase (iOS) for a monthly subscription application.
- Built a mobile application in React Native called Cambio Posadas to exchange currency and pick it up using an Exchange API.

- Created an IoT application to control their heater from your phone for a big national company in Argentina. I also implemented geofencing to turn on/off the heater automatically when you arrive/leave home. Lastly, I also integrated my mobile app and API to an existing system running on the device.
- Implemented an algorithm to match users with drivers automatically and with customized preferences.
- Led the mobile development team and built the back-end API on AWS and Bitrise.
- Created a live event and VOD streaming application using the apple standard HLS. It consisted of a monthly subscription through Apple in-app purchase and Android subscriptions.
- Used also AWS Elastic Transcoder to convert the raw video to optimized tracks for the HLS playlist.
- Built an app for sports news that uses the SMS API for monthly subscriptions.
- Worked in a text-to-speech project that uses regular expressions and discrete mathematics to generate language to be used in the audio processing.
- Reused the text-to-speech API for another project (Android and iOS).
- Architected APIs and databases in AWS using Elastic Beanstalk, EC2, security groups, Lambda Serverless, API Gateway, CloudFront, S3, RDS, Elastic Transcoder, and Route 53.
- Automated development testing flows by using Cucumber, Appium, Bitrise, and AWS Device Farm.

May 2012 – September 2013: Java Android / IOs Developer at [Fyrastudio](#).

- Developed a mobile game using canvas for Android. The game used the accelerometer to detect phone shakes. The canvas was for the progress of the points because it was circular and at that time there were no libraries to do that (2012).
- Learned about phone measuring tools of the phone like GPS, Compass, and Accelerometers used to build a game.
- Used Camera API to scan QR code bars.

November 2011 – August 2012: Freelance Java Android Developer

- Created my first and own mobile product that showed the roadblocks of my city, similar to Waze—ultimately reaching over 50,000 users. Unfortunately, when Waze arrived in Buenos Aires my project lost almost all of their users.
- Improved my server-side code by using cache techniques to handle over 50,000 users.
- Created an API in PHP for the mobile application that showed the road blocks and received roadblocks requests from the users.

November 2010 – May 2011: Java Trainee Developer at [Conexia](#)

- Learned the basics of Java Backend.
- Did simple maintenance tasks and scripts in bash.

PROJECT MANAGEMENT TOOLS

- Slack
- Trello - Asana - JIRA
- Google Drive - Hangout - Skype - Dropbox

EDUCATION

2008 – 2014: Software Engineering ([16 assignatures passed](#)), [Universidad de Buenos Aires](#).
 2001 – 2007: Information and Communication Technology, High School [ORT](#).

SELF TEACHING COURSES

2018: React Native at Udemy.

2018: Amazon Web Services at Udemy.

2017: [Project Manager Expert](#) at Universidad Tecnológica Nacional.

2017: Scrum Master at Udemy.

2016: Spring Framework at Udemy

LANGUAGES

Spanish: Native

English: Advanced

PORTFOLIO

React Native:

[CopilotIQ Web](#)

[CopilotIQ AppStore](#)

[CopilotIQ Android](#)

[Fairmarket Home](#)

[Fairmarket Home en App Store](#)

[Toyboy Warehouse on the App Store](#)

[Toyboy Warehouse - Apps on Google Play](#)

[Scholly: College Scholarships - Apps on Google Play](#)

[Scholly: College Scholarships on the App Store](#)

Android Native:

[Scholly: College Scholarships - Apps on Google Play](#)

[Premedic Móvil](#)

[Ofertas Veá Mobile - Apps on Google Play](#)

iOS Native:

[Premedic Móvil en App Store](#)

[Trending en App Store](#)