

Walter Rodriguez
BlackBerry, Android,
PHP and Java Developer

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Summary

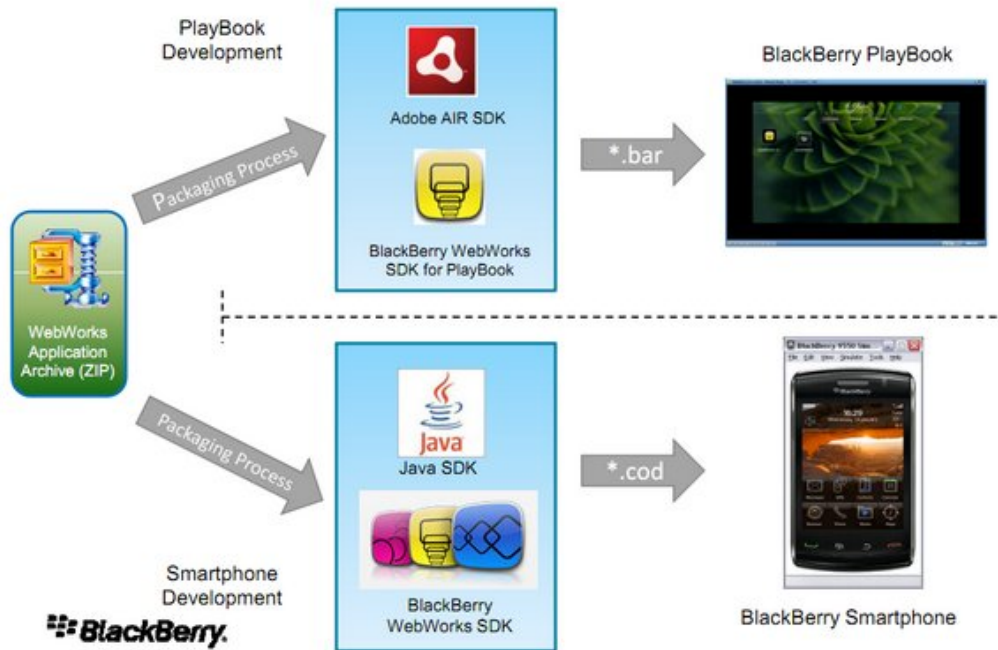
Currently I'm working as a BlackBerry and Android developer for SmartPhones. I work with all kind of environments and platforms.

For the last three years, I've done the following tasks, related to mobile phones:

For BlackBerry & Android:

- Fresh and custom screen interfaces.
- Adding Facebook and Tweeter API implementation for sharing content on these social networks.
- Adding database implementation and offline storage.
- Adding camera support for capturing images and QR code decription.
- The latest work in the RIM World is done using WebWorks for BlackBerry. We can generate two applications for two different devices (BlackBerry Smartphones and RIM PlayBook) using the very same source code:

BlackBerry WebWorks SDK Development Tools



Notice that we also try to do this for all BlackBerry smartPhones (before WebWorks). We try to use precompiler directives and conditionals for writing one code that will generate an application for a variety of BlackBerry devices.

- Designs for all kind of commercial applications.
- EBook Reader API. Youtube video: <http://www.youtube.com/watch?v=arUNYM2Okus>
- Camera support and augmented reality (basics)
- Youtube's API integration.

About my past

Google & Globant

I did work for Google.com - I learned a lot from this company. I was part of an internal project related to Google AdWords. There I used Google's main core framework based most on WebWork (<http://en.wikipedia.org/wiki/WebWork>) and modified by Google to fit their needs.

I learned about code methodologies and organization as they do. I

learned to be a better developer thanks to their code review. This is a process which must be apply to every developer before posting code to any production environment.

Gameloft Argentina

I was the first of (now) 300 developers working for this giant game's company. I was in charge of a group for porting games to a different number of cellphones. We were working with Java 2ME at that time.

The hardest part was to be able to see code from other developers and understand it to fix bugs or for grabbing resources and libraries (Gameloft used to do a lot of internal tools you must learn with almost no tutorial)

Doing games is not just the fun, it's the most complete work for a developer. If you want to find any smart developer, just go to any game development studio ;-)

Mexico Time

I was working and living in Mexico City for 4 years. I worked as a Java developer for banking portals. For companies like Bancrecer, Santander, Inverlat, Banorte.

Later, I did applications for mobile at INTERMEC. I did Visual C++ there for an entire year.

And the last work I did in Mexico it was for the biggest local and world known telephone company: Telmex. I worked with ADSL devices (modems) and communications. I did much Delphi and PHP.

FinePoint (www.finepoint.com)

This is company located in New York and works with products related to ADSL (MODEM communication for Internet) and mobile. For this company I developed a library (DLL) using Delphi and the whole software for their Call Center service (using PHP).

Programming Languages I've worked with

- Java (BlackBerry, Android, J2ME in general, Servlets, Applets, JavaBeans, EJB)
- PHP
- Delphi
- Visual C++
- Visual Basic 6.0 and 2008

O.S. I work with

- Windows (all versions)

- Linux (Ubuntu)

HTTP Servers and Application Servers I've used

- Apache
- Tomcat
- WebSphere
- Internet Information Server

Database Administration Software I've worked with

- MySQL
- SQL Server
- Oracle
- DB2

Platforms I've worked with

- PC
- BlackBerry
- Android
- Sony PSP
- Mainframe (Java)

Different open Source Software and Frameworks I've worked with

- Drupal (PHP)
- Joomla (PHP)
- Php Nuke (PHP)
- Google Maps (PHP, Java, ASP)
- webERP (PHP - Open Source for Accounting)
- Struts (Java)
- WebWork (Java)
- Model View Controller (analysis and development)