

# Curriculum Vitae

## Personal data

Grzegorz Adam Hankiewicz Hankiewicz

28770 Colmenar Viejo, Madrid, Spain.

Email: [gradha@imap.cc](mailto:gradha@imap.cc).

Professional web: <http://linkedin.com/in/gradha>.

Blog: <http://gradha.github.io/>.

Born the 26th of April of 1980 in Varsovia, Poland. Spanish citizenship.

Availability to work in Madrid, Basque country or remote.

## Formation (in Spain)

2001 — 2003	High cycle of CS degree at ESIDE ( <a href="http://www.eside.deusto.es/">http://www.eside.deusto.es/</a> ).
2001	Car driving license (B class).
1998 — 2001	Medium cycle of CS degree at ESIDE ( <a href="http://www.eside.deusto.es/">http://www.eside.deusto.es/</a> ).
1991 — 1998	Bilbao's German School ( <a href="http://www.dsbilbao.org/">http://www.dsbilbao.org/</a> ).

## Languages

- Spanish, high level.
- English, high level, 1.5 years spent working in England.
- German, high level, at some time in the past.
- Polish, mother language.
-

## Work experience

- 2018-07 — Today      Android programmer for Wave Application (<https://waveapplication.com>).
- 2015-10 — 2018-06      iOS/Android programmer for FUSS (<https://fuss.es>).
- 2015-03 — 2015-09      iOS/Android programmer for Vector Software Factory.  
(<http://www.vector-itcgroup.com>)
- 2014-12 — 2015-01      Xamarin iOS/Android developer for Melio. (<http://melio.tv>)
- 2015-01 — 2015-02      Android development of Feeldreams (<http://feeldreams.org>) for ClimbCrew.  
(<http://climbcrew.com>)
- 2014-08 — 2014-09      iOS/Android developer for Sopra. (<http://www.sopra.es>)
- 2014-04 — 2014-07      iOS/Android programmer for eFaber. (<http://www.efaber.net/>)
- 2013-08 — 2013-11      iOS developer for SopraGroup. (<http://www.sopragroup.es>)
- 2013-02 — 2013-05      iOS developer for GOWEX. (<http://www.gowex.com>)
- 2012-02 — 2012-02      iOS/Android project for ideup! (<http://www.ideup.com/>)
- 2011-03 — 2011-12      iOS programmer for Delaware. (<http://www.grupodelaware.com/>)
- 2010-09 — 2010-09      iPod/iPhone project for Monkey toons/Aitoons.  
(<http://www.monkeytoons.com/>, <http://www.aitoons.es/>)
- 2009-10 — 2012-12      iOS/Android programmer for eFaber. (<http://www.efaber.net/>)
- 2008-09 — 2015-02      Freelance programming for iPod/iPhone/iPad/Android.
- 2006-09 — 2008-09      Team lead programmer (road maintenance GIS) at Rastertech España.  
(<http://www.rastertech.es/>)
- 2005-09 — 2006-09      Embedded C++ programmer for Linux (GateDefender product) at Panda Software. (<http://www.pandasoftware.es/>)
- 2003-11 — 2005-04      Videogame programmer for Climax Brighton, England.  
(<http://www.climaxgroup.com/>)
- 2003-06 — 2003-10      Programmer for eFaber. (<http://www.efaber.net/>)
- 2002-12 — 2003-06      Programmer (half time) for eFaber.

## Examples of work as freelance

- 2014 Development of Seotracker, a cross platform weight diary implemented with Nim released on the App Store and the Mac App Store.
- 2014 Bilbao Makers, information guide for the Bilbao Makers mini faire.
- 2012 Lagunfon prototype for Android for the tracking and location of elderly or disabled people.
- 2012 iRutas Bilbao for iOS (<http://itunes.apple.com/es/app/irutas-bilbao/id522068977?mt=8>), tourist guide.
- 2011 KomGuida/OpenGida for iOS (<http://gradha.github.com/OpenGida-iOS/>).
- 2011 Android implementation of Irekia (1.0 and 1.1) for mobile devices (<http://gradha.github.com/OpenIrekia-Android/>).
- 2010 Programming of Irekia (<http://gradha.github.com/OpenIrekia-iOS/>), news, picture and video viewer for iPhone and iPad.
- 2009 — 2010 Programming of Tooio, Hoy Cinema and 11870 as work for the Tooio firm (<https://www.youtube.com/watch?v=GzfovBjWXi8>).
- 2009 — 2010 Programming and consultancy (C++/GIS) for Rastertech España.
- 2009 Own videogame development of Submarine Hunt released on the App Store.

## Skills and knowledge

Programming of applications for MS-DOS, Windows, Linux, OS X, iOS and Android.

Experience in programming languages.

5+ years	C, C++, Objective-C, Java (for mobile).
1-5 years	Python, SQL, Nim
< 1 year	C#, D, Swift, Kotlin

## Free Software and Open Source

2012 — 2015	Nim ( <a href="http://nim-lang.org">http://nim-lang.org</a> ), programming language. Contributions to the standar library, third party modules and documentation as well as documentation generation tools.
1996 — 2008	Allegro ( <a href="http://alleg.sourceforge.net/">http://alleg.sourceforge.net/</a> ), game programming library. Direct contributions to source code in C and Python. Co-administrator of the project and webmaster of the webpage, which is translated to several different languages. Translator of the documentation to Spanish for several years.

Source code repositories at <https://github.com/gradha> and <https://gitlab.com/gradha/>.

## Misc

- Made presentation “Programming with Allegro” at the Euskal Party 9 (2001-07-28), introductory level, about cross-platform game programming with Allegro.
- CVS/Subversion/Accurev/git and related tools for team work coordination.
- Extensive experience programming real time multimedia software.
- Cross-platform programming knowledge.
- Technical knowledge of multimedia hardware.
- Great experience contributing to different free software projects through Internet, at the user, translator, programmer and administrator level.
- Musical knowledge. Learned up to fifth year of violin.
- Member, photographer and web administrator of Club Tiromadrid (<http://www.tiromadrid.com/>) for the ISSF Air Pistol Shooting competitions at the FMTO (<http://fmto.net/>).