

# Curriculum Vitae

## Personal data

Grzegorz Adam Hankiewicz Hankiewicz

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

Blog: <https://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)

1991 — 1998	Bilbao's German School ( <a href="https://www.dsbilbao.org/">https://www.dsbilbao.org/</a> ).
1998 — 2001	Medium 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).
2001 — 2003	High cycle of CS degree at ESIDE ( <a href="http://www.eside.deusto.es/">http://www.eside.deusto.es/</a> ).
2008	20h course by Educaterra, Windows Server 2003 administration: Networks and resources.
2008	20h course by Educaterra, Administración Linux 9: Systems and resources.
2008	20h course by Garben Consultores, UML programming language.
2008	20h course by Educaterra, XML programming language.

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

## Examples of work as freelance

- 2014 Development of Seohtracker, 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 (<https://www.youtube.com/watch?v=GwRm-B0uygQ>), tourist guide.
- 2011 KomGuida/OpenGida for iOS (<https://github.com/gradha/OpenGida-iOS>).
- 2011 Android implementation of Irekia (1.0 and 1.1) for mobile devices (<https://github.com/gradha/OpenIrekia-Android>).
- 2010 Programming of Irekia (<https://github.com/gradha/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: C, C++, Objective-C, Java (for mobile), Kotlin, Python, SQL, Nim, C#, D, Swift.

7th level of ÑaaS mastery achieved.

## Free Software and Open Source

2012 — 2015 Nim (<https://nim-lang.org>), programming language. Contributions to the standar library, third party modules and documentation as well as documentation generation tools.

1996 — 2008 Allegro (<https://alleg.sourceforge.net/>), 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 (<https://tiromadrid.eu.org/>) for the ISSF Air Pistol Shooting competitions at the FMTO (<https://fmto.net/>).