

Fernando Álvarez-Ude Pardo

Senior Mobile Engineer · Android & iOS

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SUMMARY

Mobile engineer with 14+ years building native Android and iOS apps, and 19 years in software. For the last 5 years, core mobile engineer at Playtomic — the world's largest racket-sports platform (4.7M+ players, 66 countries) — shipping product features across both platforms and leading large-scale modernization efforts. Comfortable owning features end to end: from design collaboration to phased rollouts and post-release metrics. Looking to combine hands-on engineering with broader delivery and team responsibilities.

EXPERIENCE

Mobile Engineer (Android & iOS) — Playtomic · Remote, Spain Apr 2021 – present

- Build and ship product features across both native apps (Kotlin / Jetpack Compose, Swift / SwiftUI) for a sports marketplace serving 4.7M+ players in 66 countries.
- Led the incremental migration of legacy UI to modern declarative frameworks — XML → Jetpack Compose and Storyboards → SwiftUI — while shipping features in parallel.
- Drove the architecture evolution from MVP to a unidirectional MVI pattern across both codebases.
- Deliver features behind feature flags with phased rollouts and data-informed decisions (Mixpanel Fundamentals certified).
- Help sustain a strong, collaborative culture in a fully remote team.

Software Engineer — Nomasystems · A Coruña, Spain Oct 2019 – Mar 2021

- Developed an internal platform for one of the world's largest fashion retail groups.
- Feature development on the iOS app of a global fashion brand.

Senior Android Developer — Accenture Interactive (formerly MobGen, acquired 2017) · A Coruña, Spain Aug 2013 – Oct 2019

- Developed Android apps for Dutch clients, including Autotrack (car marketplace) and DeLotto/Toto (national lottery), working day-to-day in English with Amsterdam-based clients and teams.

Android Developer — Sharewire B.V. · The Hague, Netherlands Sep 2011 – Jun 2013

- Built native Android apps at an early-stage mobile agency, living and working in the Netherlands.

Earlier roles — Altia (2007–2011) · Atos (2006–2007)

- Web and backend development for public administration and telecom clients.

SKILLS

Mobile: Kotlin · Jetpack Compose · Swift · SwiftUI · MVI / unidirectional architecture

Delivery: Feature flags & A/B testing · Mixpanel · UI testing (Maestro) · CI/CD

EDUCATION & LANGUAGES

Ingeniería Técnica en Informática de Sistemas
Universidad Europea

Languages

Spanish (native) · Galician (native) · English (full professional proficiency)