

LLOYD KEVIN A. URBINO

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**Summary**

Software engineer with 8 years combined experience in iOS mobile development and Flutter mobile development, offering technical solutions to multi-million dollar projects, while ensuring security, quality, usability, and scalability.

EXPERTISE

- Mobile Application Development
- Software Development Lifecycle
- Release Management
- Team Building & Leadership
- Source Code Management

EDUCATION

2008 - 2013 **DE LA SALLE UNIVERSITY (DLSU)**
Bachelor of Science degree in Computer Engineering

WORK EXPERIENCE

July 1, 2019 – Present **Senior iOS Developer, UBx Philippines Corporation**
Developed multiple mobile applications , handled requirements gathering, Scrum Master coaching, and Team management.

Projects Handled:

- Akin - a blockchain-based identity management system where digital verified identities are shared for easier access by different industries like banks, government institutions, etc.
- Bux.ph, i2i.ph - Marketing websites developed using wordpress

July 4, 2017 – **Senior iOS Developer, PCCW Solutions Philippines**

June 30, 2019

One of the lead iOS Developers who developed the iOS application called Habbitzz, an uprising ecommerce platform for the Hong Kong market.

Accomplishment:

- Developed the e-commerce app since the early phases of SDLC
- Manages the app version management of the Habbitzz application
- Improved security of the app to comply with various security certifications needed for an e-commerce platform
- Delivered the app to the Hong Kong market which currently cracked the top 10 shoppings apps in the Hong Kong Apple App Store

July 4, 2016 –

iOS Developer, Engineering Department, GoSwift Philippines Inc.

May 15, 2017

Creates and customizes software for Apple's iOS operating system. Handles coding, prototyping, and integration phases of application development. Handles projects focused on mobile payment solutions. Uses Agile Methodology.
Projects Handled: mPOS

May 2 2015 –

iOS Developer, ADVANCED SOLUTIONS LAB., SAMSUNG INSTITUTE R&D PHILIPPINES

July 1, 2016

Creates and customizes software for Apple's iOS operating system. Handles coding, prototyping, system testing and integration phases of application development. Handles projects focused on printing solutions which were developed using Objective C and Swift programming language. Uses Agile Methodology.
Projects Handled: Samsung Mobile Print, Samsung Cloud Print

May 2 2013 –

SOFTWARE ENGINEER, MOBILE SOLUTIONS LAB DEPT., SAMSUNG INSTITUTE R&D PHILIPPINES

April 30 2015

Handled the development and support of various mobile OS-related projects mainly in system debugging and analysis of Android OS related software problems. Was also involved in the advancement of new software for Tizen OS.

SKILLS AND TECHNOLOGY SUMMARY

Communication Language :

Professional English, Native Filipino, Beginner Japanese

Programming Language :

Dart(Flutter), C , Objective-C, Java, Swift, Robot Framework ,Shell Scripting, Visual Basic

Development Tools, Methodologies & Environment :

Appium, Selenium, X-Code, Git, Sourcetree, Atlassian tools(Jira, Bitbucket, Confluence), Agile Methodology, Netbeans, Dev-C ++, Microsoft Visual Basic

Co-curricular Activities :

Blogging, Video Editing