

Personal information

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Work experience

Dates	May 2010 onwards
Employee and position	Service2Media - Lead Mobile Architect
Main activities and responsibilities	<ul style="list-style-type: none">Responsible for the Java implementations of the M2Active multi-platform solution (Android, BlackBerry and J2ME)<ul style="list-style-type: none">Design and implement new API accordingly to all the supported platform and devices.Create complex custom graphical components for those applications that cannot be build using the platform basic UI components.Took part in the development of these applications (among others):<ul style="list-style-type: none">Official Formula 1 application (2010, 2011):<ul style="list-style-type: none">Android: https://market.android.com/details?id=com.formula1.twothousandelevenapplicationBlackBerry: http://appworld.blackberry.com/webstore/content/12270?lang=enJ2ME: http://store.ovi.com/content/44744Elsevier SciVerse ScienceDirect<ul style="list-style-type: none">Android: https://market.android.com/details?id=com.service2media.sciencedirectBlackBerry: http://appworld.blackberry.com/webstore/content/32702?lang=enElsevier Scopus Alerts<ul style="list-style-type: none">Android: https://market.android.com/details?id=com.service2media.ScopusBlackBerry: http://appworld.blackberry.com/webstore/content/41730?lang=enAl Jazeera<ul style="list-style-type: none">Android: https://market.android.com/details?id=net.aljazeera.englishBlackBerry: http://appworld.blackberry.com/webstore/content/43416?lang=enResponsible of the technical support of the M2Active platform for all the Spanish speaking customers as well as organizing 'prove of concept' demonstrations of our platform.Highly involved with the pre-sales department for the Spanish speaking market.Technologies used: Android, BlackBerry, J2ME, Ant, Maven, LUA, GlashFish.
Dates	June 2008 – April 2010
Employee and position	Service2Media - Software Engineer
Main activities and responsibilities	<ul style="list-style-type: none">Design and develop a standalone Mobile Application Framework (J2ME & Blackberry) to give an iPhone look & feel and behaviour to any application running in a plain J2ME – Blackberry device. This framework also reduced midlet size, number of midlets built and reduced the build time by 95%<ul style="list-style-type: none">RelatiePlanet - http://www.relatieplanet.com/mobie/Design and create a complete generic Mapping and Routing solution (J2ME & Blackberry clients and server). Map images and routing provider is hidden to the applications and can be changed, for any single application, at any time just changing a setting.Optimize map generation procedures and improve map data compression and packing by 30%. Either transmitted over the air or stored statically inside the application.Create a resource packer to pack multiple resources inside bigger files, reducing application size and easiness to hack or modify application resources (images, xml data, ...)Develop or improve already existing J2ME – RIM Blackberry applications:<ul style="list-style-type: none">Hi WaarZitWie - http://www.service2media.com/clients/hiBilbao city guide - http://www.mybilbaobizkaia.net/appMovil/index.asp?especial=7Heineken City Guide - http://www.service2media.com/clients/heinekenDevelop a small Symbian server to act as a bridge between J2ME applications and the phone hardware to expose some functions of the hardware otherwise hidden from J2ME.Technologies used: J2ME, ant, JSR75, JSR184, MIDP 2.0, Tomcat, GlashFish, Ruby, PHP, Android, Objective-C / iPhone, Symbian 2nd / 3rd edition, Google Protocol Buffers, Blackberry.
Dates	September 2007 – May 2008
Employee and position	FuturLink - J2ME Lead Software Engineer
Main activities and responsibilities	<ul style="list-style-type: none">Designing and developing a Mobile Applications Framework (J2ME) to easily create applications and automatically solve porting problems and incompatibilities between devices.Developing marketing-oriented applications using the mobile applications framework and including rich widgets as 3D menus, transitions, ...Designing and implementing communication protocols to allow bluetooth / nfc interaction between applications and access points.Helping the Embedded Software department developing bluetooth servers (linux + bluez) to test the interaction, creating a control panel to setup all the different parts of the configuration of the access points, and setting a 3G connection using pcmcia / usb modems.Automatizing many internal processes for example campaign creation and content adaptation.Technologies used: J2ME, ant, JSR82, JSR135, JSR120, JSR184, MIDP 1.0, MIDP 2.0, Ruby, PHP, DHTML, Javascript, AJAX, C, Bluez, PostgreSQL, Debian.

Dates September 2006 – August 2007
Employee and position Multimedia Mobile Services - J2ME Analyst Programmer
Main activities and responsibilities

- Designed and developed a build system to automatically build all existing J2ME applications and to facilitate the creation of new applications.
- Designed the application protocol to communicate all the applications to our server. (HTTP / socket)
- Developed many J2ME applications:
- MiM: Skinable Instant Messaging application compatible with Messenger, Yahoo & Jabber.
- JackPack: Free Jackpot gaming system (<http://www.isl-uk.net/product11.html>)
- Call & Play: Interactive videostreaming platform which allowed to play high end console games on almost any 3G device. Developed the client for Sony PSP and the generic Windows client which interacted with console emulators. (<http://www.isl-uk.net/product08.html>)
- Designed a part of the Messaging Platform Core. (Massive SMS sending)
- Designed and developed a bluetooth server for proximity advertising (sending OBEX Push objects)
- Technologies used: J2ME, ant, JSR135, JSR120, JSR184, JSR82, MIDP 1.0, MIDP 2.0, C, MySQL, Bluez, Debian.

Dates June 2005 – August 2006
Employee and position Digital Chocolate - Team Lead / Analyst Programmer
Main activities and responsibilities

- Led networking projects, online games networking software and mobile portals.
- Designed the communication protocols used in online games and developed the J2EE server. (Active Mind, MobiFoosball, Movistar Racing 3, Sanfermines 2006, MoviDominó)
- Designed and developed a mobile portal engine, compatible with more than 300 devices (J2ME & DoJa), passing the quality tests of many carriers and supporting multiple pay methods. (MoviJuegos, Pogo Mobile, ...)
- Server administration and maintenance.
- Technologies used: PHP, MySQL, AJAX, WML, XHTML, cHTML, J2EE, Tomcat, Linux.

Dates March 2004 – May 2005
Employee and position Digital chocolate - J2ME Senior Programmer
Main activities and responsibilities

- Involved in many J2ME Games, for example:
- Movistar Racing 2: Racing game with online options. Developed the client and some parts of the server and download portal.
- Toca / DTM: Simple racing game. Developed the client.
- Sealines: Massive Online Game. Developed part of the server, the administration frontend and designed part of the communication protocol.
- Technologies used: J2ME, ant, MIDP 1.0, MIDP 2.0, Nokia UI API, WML, XHTML, PHP, J2EE, Tomcat.

Dates October 2003 – February 2004
Employee and position Tempos 21 - Junior Programmer
Main activities and responsibilities

- Developed a J2ME voting application.
- Developed a part of a geolocalization platform.
- Implemented a SMPP protocol connector for the SMS platform.
- Technologies used: J2ME, J2EE, Tomcat, JBoss, Struts, ant

Education and training

Dates September 2000 – June 2007
Title of qualification awarded Bachelor's degree on Computer Science
Principal subjects/occupational skills covered Speciality on system administration and computer graphics.
Name and type of organisation providing education and training Facultat Informatica Barcelona – Universitat Politècnica de Catalunya (FIB – UPC)

Dates September 2010 – Currently
Title of qualification awarded IT Management and Direction (Postgraduate course)
Name and type of organisation providing education and training Universitat Oberta de Catalunya (UOC)

Personal skills and competences

Mother tongue(s) Catalan / Spanish (bilingual)

Other language(s)

Self-assessment

European level (*)

English

Understanding				Speaking				Writing	
Listening		Reading		Spoken interaction		Spoken production			
C1	Independent User	C1	Independent User	C1	Independent User	C1	Independent User	C1	Independent User

(*) Common European Framework of Reference for Languages

Own projects

- My hometown local newspaper "Diari de Vilanova" mobile application:
 - Android: <https://market.android.com/details?id=com.ooicit.diaridevilanova>
 - iPhone, BlackBerry, Windows Phone 7: Still not available
- RSS Reader of my hometown latest news:
 - Android: <https://market.android.com/details?id=com.ooicit.ajuntamentvilanova>
 - Windows Phone 7: <http://redirect.zune.net/External/LaunchZuneProtocol.aspx?pathuri=navigate%3FphoneAppID%3D97cc22d3-6b7b-e011-986b-78e7d1fa76f8>
 - BlackBerry: <http://appworld.blackberry.com/webstore/content/43756?lang=en>
 - iPhone: Still not available.
- Since May 2010 I am the RIM's official Barcelona BlackBerry Developer's Group manager.

Awards

Date	April 2008
Award	NFC Forum Global Competition – Touching the Future - Finalist.
Date	March 2006
Award	Scene.org awards nominee (http://awards.scene.org/)
Date	1996 – 2008
Award	Many awards in international realtime computer animation competitions. <ul style="list-style-type: none">– Euskal Party (Bilbao, Spain)– BCN Party (Barcelona, Spain)– Arroutada (A Coruña, Spain)– Xuventude Galicia Net (Santiago de Compostela, Spain)– Fallas (Xirivella, Spain)– Durango Party (Durango, Spain)– Buenzli (Winterthur, Switzerland)– TUM (Karlsruhe, Germany)– Mekka & Symposium (Fallingbostel, Germany)– Breakpoint (Bingen am Rhein, Germany)