Toni López

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Summary

- Open-Source and SDK Development
- Software design
- AI Engineering
- Functional Programming
- Electronics hobbyist

have a look about me: tonilopezmr.com

Experience

Developer Experience Engineer
Seaplane IO

Jun 2022 - Present (1 year 3 months)
Primary responsibility for creating open-source SDK and tools at Seaplane.

Maintaining the Seaplane Framework to make Generative AI and ML workflows accessible, you can deploy complex AI applications in production with just one click.

Staff Software Engineer
FounderNest

Jun 2021 - Jun 2022 (1 year 1 month)
I helped the team build a stable and scalable project by developing new essential features using AI that was the company's core.

Developing internal tools and services with Artificial Intelligence that help the work efficiency of the rest of the teams.

Improving existent processes, code quality, tests, maintenance, team communication, and priorities.

Founding Engineer - Technical Lead
Sparta Commodities

Jul 2020 - Jun 2021 (1 year)
I was the first employee, and I helped to build all the Oil trading platform systems and create a high-performing engineering team of 20 people. We developed the first version of the product and evolved it into a more significant and scalable project.

We developed real-time oil data from different providers, one of them using the FIX protocol. We were able to process millions of oil data points and execute thousands of oil calculations and algorithms.

We created a Machine Learning algorithm that analyzes real-time pricing data from different regions of the world to determine the optimal Gasoline blend, maximizing cost-effectiveness while meeting quality requirements.

Build a high-performance multinational team and set the company's engineering culture. I was focused on talent, strategy, best practices, and leadership.

I understood the team's needs and created many processes to be more efficient in our day-to-day work. I documented the processes and talked to the team to define them better so that we were able to use the new processes we were creating.

Our stack was Java/Kotlin, Python, Javascript, C#

Senior Software Engineer
IBM

Jan 2018 - Jul 2020 (2 years 7 months)
I have been working for IBM Research in New York and Zurich, developing awesome Artificial Intelligence projects for IBM and big companies.

- Android SDK Development running ML models, IA applications on the phone.
- Backend Development Kotlin, NodeJS and Python using IBM Cloud. Processing millions of data from body signals and other sensors for predicting and identifying unique liquid and solid materials connected to AI models on the cloud.
- Frontend Development React and lit-element.

I participated in 3 Papers from IBM Research, bringing to life different AI projects in healthcare, self-care, AI training, model evaluations, and the liquid industry with AI and IOT.

Senior Software Engineer
Karumi

Jan 2018 - Jun 2020 (2 years 6 months)
I had to take care of our Kotlin open-source projects and developer experience.

- I wrote some articles about development https://blog.karumi.com/author/antonio/
- Maintaining and creating open-source projects https://github.com/Karumi
- I gave some talks and participated in some professional courses as a teacher.

Founding Engineer
Pleasound

Oct 2016 - Jan 2018 (1 year 4 months)
I was the first software engineer to develop the Android app and Backend in Python of Pleasound an ASMR content player similar to Spotify.

The backend was developed in Python implementing in-app and subscription payments integrations, audio streams, and more.

We had to close the company. Revenue was low, expensive managing a lot of audio files, and growth was not enough. Hard for creators to move from youtube.

Android app in Kotlin
AWS lambda Serverless with Python
IOS app in Swift

CTO and Co-founder
Comeat
Jan 2016 - Nov 2017 (1 year 11 months)
We were a team of 7 engineers reinventing the restaurant's experience with a virtual menu and ordering from the phone when you are already at a table.

Winners by Instituto IDEAS 2k17: https://lnkd.in/dc3cxmy
As technology lead of six engineers, we managed the following technologies:

It wasn't easy to convince restaurants to add digital systems in the kitchen. Now everybody has thanks for the delivery apps.

- Android using Kotlin for the restaurant's app
- React-native
- Backend in Nodejs

Android Software Engineer
Meetizer
Jan 2015 - Jan 2016 (1 year 1 month)
- Kotlin
- Web services Google App Engine with Kotlin
- Created Meetizer Android Wear App
- Android developer

Junior Sofware Developer
DIGIO Soluciones Digitales
Aug 2013 - Dec 2014 (1 year 5 months)
Web frontend and php, business practice.

Department of Computer Science
Ayuntamiento de Caravaca de la Cruz
Apr 2012 - Jun 2012 (3 months)
Practices such as computer technician.

Education

Universitat Politècnica de València (UPV)
2012 - 2016

IES Ginés Pérez Chirinos

Senior technician Multiplatform Application Development, Software Engineering

2010 - 2012

Honorable mentions:

- Development interfaces
- Mobile development
- Programming services and processes
- Final project, Development multiplatform application

IES Ginés Pérez Chirinos

Technician in microcomputer systems and networks

2008 - 2010

Licenses & Certifications

Student tutor program certification - Universitat Politècnica de València (UPV)

FCPML631TKP

DAY[EMPRENDE] - Universitat Politècnica de València (UPV)

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Skills

Developer Experience • Rust (Programming Language) • Data Scraping • Data Engineering • Open-Source Development • Architectural Design • User Acceptance Testing • iOS • SDK development • Android

Honors & Awards

Google Developer Group Hackathon Android Wear - GDG Murcia

Jun 2014

Develop Android Wear application.

Award: Samsung SmartWatch Android Wear

Hackathon DroidCon Madrid 2014 - DroidCon Madrid

Jul 2014

Develop SDK Sony for Android application.

Award: Sony SmartWatch2

AI Hackathon - Valencia Codes

May 2023

I develop an SDK called SmartPipes for using AI models easily that can be deployed easily.