

# Santiago Bustamante Garcia

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## SUMMARY

I'm an engineer who love the new technologies with several years of experience developing native iOS games and applications both in academic and professional projects. I have experience developing REST APIs for communicate the client and the server. I have participated in multiple projects which gave me great experience personally and professionally working both by myself and in a team.

## EXPERIENCE

### iOS Developer, Null Industries

Medellín, Antioquia — jun 2015 - current

I'm a member and leader of the iOS developer team, currently i'm in charge of 1 iOS apps: Pickup (<https://appsto.re/i6SD57B>) and i'm working on 2 more iOS apps for Startups

### iOS Developer, Periferia IT

Bogotá, Cundinamarca — apr 2014 - current

I'm a member and leader of the iOS developer team, currently i'm in charge of 3 iOS apps: weHive (<https://appsto.re/i6BX8MQ>) , The Squawka Football App (<https://appsto.re/i6B986K>) and a in-house app

### iOS Developer, Rokk3r Labs

Bogotá, Cundinamarca — oct 2014 - dic 2014

I was a outsourced iOS developer, i worked in 3 iOS app for startups in USA

### iOS Developer, KOGI Mobile

Medellín, Antioquia — jun 2013 - apr 2014

I was a member of the iOS developer team, in this job i was in charge of some apps and participated in the development of more than 6 apps

## **iOS Developer, GARA Entertainment**

Medellín, Antioquia — dec 2011 - jun 2013

I developed several games using Objective-C and frameworks such as cocos2D, box2D and Unity. I developed native iOS apps and their backend in php and WCF. In this job I was in charge of the development of Oh My Nuts! Game(<https://itun.es/i6Fk25f>), their free version (<https://itun.es/i6F27C2>) and two other games that are not in the AppStore yet, GoBo([http://youtu.be/nGUnDZoJ\\_NE](http://youtu.be/nGUnDZoJ_NE)) and StreetRep (<http://youtu.be/LWIAKDe26OM>); also i developed the ipad version for a colombian retail named ÉXITO (<https://itun.es/i6Fk3H9>)

## **iOS Developer, Doctus LTDA**

Medellín, Antioquia — jun 2011 - dec 2011

I developed some frameworks for use in house, also started the development of several iOS games.

## **iOS Developer, Freelance**

I developed some iOS native apps for external clients, some of these applications still alive in the AppStore with the following links:

<https://itun.es/i6FV2yH> (internet radio station, Medellin Hip Hop)

<https://itun.es/i6Fk3H3> (sushi restaurant in Medellin-Colombia, Sushi Market)

<https://itun.es/i6Fk25x> (events list for ANDI)

social network using GPS called MNU, this app is not alive

## **TUAPP Contest 2013**

I participated in the University Apps Contest powered by Cursor in Santiago de Chile, in this contest we're finalists with an application that suggests another way of tourism using quests (<http://www.seekit.info/>).

## EDUCATION

**EAFIT University** (Medellin - Colombia)

System Engineering — 2007-2013

## SKILLS

- Objective-C and iOS development for iOS 4.3 and above
- Swift for iOS
- Java.
- PHP.
- MySQL.
- Xcode.
- Memory management and debugging for iOS apps using instruments.
- Cocos2D, Box2D and Unity frameworks for mobile game developing.
- C#
- WCF for REST API
- Adobe products (photoshop, illustrator, flash, premiere)