

Santiago Bustamante Garcia

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SUMMARY

I'm an engineer with several years of experience developing native iOS applications and games. I like working on an startup-style environment with a dynamic team all around the world. 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, MedAnswers

Los Angeles, California, USA — oct 2018 - current

I'm a member and leader of the iOS developer team, working on support and implementation of new features for the App. <https://apps.apple.com/app/fertilityanswers/id1418650176>

iOS Developer, TPaga

Medellín, Antioquia, Colombia — oct 2018 - jan 2019

I was a member of the iOS developer team, working on a support and implementation of new features for the wallet App. <https://apps.apple.com/app/billetera-tpaga/id1163936960>

iOS Developer, Barista Ventures

Medellín, Antioquia, Colombia — abr 2015 - oct 2018

I was a member and leader of the iOS developer team, these are some of the iOS apps I were working on: Sniffle Physician and Patient app (<https://www.sniffle.com/>), MedAnswers doctor and patient app (<https://www.medanswers.com>), Lenspire (<http://www.lenspire.com>), GreenArmy seller app (<http://greenarmy.com>), Pickup customer and driver iOS app (<https://pickupnow.com>), Brokenbox (doesn't exist anymore), working most of the time for startups in the US.

iOS Developer, Periferia IT

Bogotá, Cundinamarca, Colombia — apr 2014 - jun 2015

I was a member and leader of the iOS developer team, i was in charge of 3 iOS apps: The Squawka Football App (<http://www.squawka.com>), another app for a startup in UK named weHive(not in the store) and some apps for internal use of the company.

iOS Developer, Rokk3r Labs

Bogotá, Cundinamarca, Colombia — oct 2014 - may 2015

I was an outsourced iOS developer, i worked in 4 iOS apps for startups in the USA including HotSwitch (<https://www.hotswitch.com>), other startups don't exist anymore.

iOS Developer, KOGI Mobile

Medellín, Antioquia, Colombia — jun 2013 - apr 2014

I was a member of the iOS development team, I was in charge of several apps and participated in the development of more than 6 other apps, signed an NDA.

iOS Developer, GARA Entertainment

Medellín, Antioquia, Colombia — 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. I was in charge of the development of Oh My Nuts! Game (<https://youtu.be/RfIVtL0y69Q>), their free version and two other games that are not in the AppStore, GoBo (http://youtu.be/nGUnDZoJ_NE) and StreetRep (<http://youtu.be/LWIAKDe26OM>); also I developed the iPad version of an app for a Colombian retail firm named ÉXITO

iOS Developer, Doctus LTDA

Medellín, Antioquia, Colombia — jun 2011 - dec 2011

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

iOS Developer, Freelance

I developed several iOS native apps for independent clients, some of these applications are still live in the AppStore and some other was just for a specific event or for an advertising strategy:

- App for a Marathon in Medellin-Colombia for 2 years (<http://maratonmedellin.com>)
- Medellin Hip Hop (internet radio station, app is not in the store anymore)
- Sushi Market (sushi restaurant in Medellin-Colombia, app is not in the store anymore)
- events list for ANDI (app is not available in the AppStore)
- social network using GPS called MNU (app is not available in the AppStore)

TUAPP Contest 2013

I participated in the University Apps Contest powered by Cursor in Santiago de Chile, we were finalists with an application that suggests other ways of tourism using quests (<http://www.tuapp.org/>).

EDUCATION

EAFIT University (Medellin - Colombia)

System Engineering — 2007-2013

SKILLS

- Swift
- Objective-C
- Reactive programming on iOS
- Realm
- Xcode
- Memory management and debugging for iOS apps using instruments.
- Sketch
- Adobe products (photoshop, illustrator, premiere)