Santiago Bustamante Garcia

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SUMMARY

I'm an engineer with several years of experience developing native iOS games and applications both in academic and professional projects. I have experience developing REST APIs for communicating with clients and servers. 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, Barista Ventures

Medellín, Antioquia, Colombia — abr 2015 - current

I'm a member and leader of the iOS developer team, currently i'm in charge of 3 iOS apps: MedAnswers (https://www.medanswers.com) , Lenspire iOS App (http://www.lenspire.com), GreenArmy seller iOS App (http://greenarmypest.com), i worked on the version 1 and 2 of PickUp customer and driver iOS app (https://pickupnow.com), Brokenbox (http://getbrokenbox.com) and some other apps 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 JugoFresh (http://jugofresh.com) and HotSwitch (https://www.hotswitch.com)

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, no names or links because 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 theirs backend in php and WCF. I was in charge of the development of Oh My Nuts! Game (https://youtu.be/RflVtL0y690) , 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 external clients, some of these applications are still live in the AppStore with the following links:
- 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, this app is not currently in use.

TUAPP Contest 2013

I participated in the University Apps Contest powered by Cursor in Santiago de Chile, we we're 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 and iOS development for iOS 4.3 and above
- Reactive programming on iOS
- Realm
- Xcode
- Memory management and debugging for iOS apps using instruments.
- PHP
- MySQL
- Cocos2D, Box2D and Unity frameworks for mobile game developing.
- Java.
- C#
- WCF for REST API
- Adobe products (photoshop, illustrator, flash, premiere)