# Cyril Garcia

(408) 440-6918 • me@bycyril.com • ByCyril.com
twitter.com/_bycyril • github.com/bycyril • linkedin.com/in/bycyril

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## Experience

- **Apple Inc.**      **Cupertino, CA**
  *iOS Software Engineer*      *August 2021 – Present*
  - Springboard Multitasking.

- **SiriusXM**      **Oakland, CA**
  *iOS Software Engineer Intern*      *June 2020 – August 2020*
  - Responsible for improving and updating video ad frameworks for iOS.
  - Enhanced video ad experience with a skip countdown.
  - Adopted new internal A/B testing framework.

- **Pandora Media**      **Oakland, CA**
  *iOS Software Engineer Intern*      *June 2019 - August 2019*
  - Responsible for developing and designing a feature to enhance the users ad experience.
  - Developed various solutions for on-device speech recognition using KeenASR, OpenEars, and SFSpeechRecognizer.
  - Developed extensive unit tests for ad features.

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## Technical Presentations

- **Introduction to Deep Learning with TensorFlow**      **WomenWhoCode - Mobile**
  A deep dive into the inner workings of a neural network and TensorFlow      *May 2021*

- **Swift and Machine Learning**      **Spring into Swift**
  Two separate talks on Swift and CoreML      *April 2021*

- **A Conversation about iOS Development**      **Headless { Creators }**
  Had the opportunity to be a guest speaker on a podcast episode to talk about iOS Development      *October 2020*

- **Machine Learning for iOS**      **Silicon Valley Code Camp**
  An introductory presentation on Machine Learning for iOS Developers      *September 2019*

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## Projects

- **GeekWeather**      *URLSession, Cocoapods, SwiftUI, Swift, UIKit, Widgets, MVC*
- **SOS Board Game**      *Swift, MVVM, Firebase, AI, Cocoapods, UIKit*
- **FileStorks**      *Swift, Firebase, UIKit, MVC*

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## Education

- **San Jose State University**      **San Jose, CA**
  *B.S. Statistics*      *May 2021*

- **Evergreen Valley College**      **San Jose, CA**
  *A.S. Mathematics*      *May 2018*

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## Technical Skills

**Programming Languages:** Swift, Objective-C, Javascript, Python
**Frameworks:** UIKit, SwiftUI, Vision, CoreML, Foundation, XCTest
**Tools:** Xcode, Sketch, Sublime, VS Code
**Interests:** iOS Engineering, Programming design and architecture, UI/UX, machine learning theory