Cyril Garcia

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Experience

• Apple Inc. Sunnyvale, CA

iOS Software Engineer

July 2021 – Present

- Fluid Multitasking.

• Invysta Tech San Francisco, CA

iOS Software Engineer October 2020 – July 2021

- Responsible for developing and delivering the iOS and macOS client applications for Invysta Technology.
- Developed the Invysta Framework that is used on both iOS and macOS.
- Collaborated across backend and Android teams to ensure parity across platforms.

• 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.

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

Two separate talks on Swift and CoreML

Spring into Swift *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

Projects

GeekWeather
URLSession, Cocoapods, SwiftUI, Swift, UIKit, Widgets, MVC

SOS Board Game Swift, MVVM, Firebase, AI, Cocoapods, UIKit

• FileStorks Swift, Firebase, UIKit, MVC

Education

San Jose State University

San Jose, CA

B.S. Statistics

May 2021

• Evergreen Valley College

San Jose, CA

A.S. Mathematics

May 2018

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