Cyril Garcia

iOS Software Engineer

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EDUCATION

BS in Statistics
San Jose State University
05/2021

- Applied Probability and
- Statistics Probability Theory
- Introduction to Combinatorics
- Numerical Analysis

AS in Mathematics
Evergreen Valley College
05/2018

- Calculus I, II, and III
- Computer Science I, II, and III
- Linear Algebra
- Discrete Mathematics

WORK EXPERIENCE

iOS Software Engineer
Invysta Technology

10/2020 - Present   *San Francisco, CA*

- Responsible for developing the iOS and macOS application Client
- Developed the framework that abstracts the networking and identifier layers away from the main controllers
- Collaborated across back-end and Android teams to ensure parody across platforms

iOS Software Engineer Intern
Sirius XM

06/2020 - 08/2020   *Oakland, CA*

- Responsible for improving and updating Video Ad Technologies for iOS
- Developed divergent points in the codebase to enable A/B testing
- Developed mocks for end to end testing of ad features

iOS Software Engineer Intern
Pandora Media

06/2019 - 08/2019   *Oakland, CA*

- 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 feature

Instructor
Digital Media Academy

06/2018 - 08/2018   *Palo Alto, CA*

- Taught class of 15-25 students
- Taught Computer Science, iOS Development, and Artificial Intelligence
- Developed the curriculum for iOS Development andArtificial Intelligence classes

PRESENTATIONS

A Conversation about iOS Development
Headless { Creators }

10/2020

- Had the opportunity to be a guest speaker on a podcast episode to talk about iOS Development

Machine Learning for iOS
Silicon Valley Code Conference

09/2019

- An introductory presentation on Machine Learning for iOS Developers

PERSONAL PROJECTS

SOS Board Game

- A combinatorial game similar to tic tac toe and the likes
- Play against a bot or play online with friends
- Developed entirely programmatically in Swift

GeekWeather 2

- A simple dynamic weather app
- Developed and designed in Swift with custom modular UI components
- Significantly faster than the previous version with a scalable data model

FileStorks.com

- An easy to use file sharing system
- Developed in Bootstrap, JavaScript, JQuery, and Firebase