

EXPERIENCE

# STOP, BREATHE & THINK

**iOS Developer, UI Engineer. Dec 2016 - current**

The company wanted to find new audiences for keeping growing in the mindfulness space.

I led the development of 'Stop, Breathe & Think Kids', from prototype to App Store release.  
(<http://appstore.com/stopbreatheandamptthinkkids>)

Used by more than 50K children, 'Stop, Breathe & Think Kids' has appeared on The Planet of the Apps show and was selected as **App Store's Best of Year 2017** in 3 countries.

# VISA

**Creative Technologist Intern. Jun 2015 - Aug 2015**

Visa was trying to outgrow their role as backend partner in digital and mobile transactions, and started to play with different solutions to directly deal with customers.

I prototyped new mobile interactions for managing credit cards on Visa Checkout, placing it as a true alternative to PayPal and Sprite.

Visa kept pushing Visa Checkout forward and now is being used by 20M+ users.

# DSB MOBILE

**iOS Developer. May 2012 - Dec 2012**

The agency was just beginning and struggling to get bigger and more profitable projects.

I conceived and prepared an iPad app prototype that led us to win the country's biggest car reseller as a client.

Our app was showcased on MotorShow 2012, the biggest car convention of Peru. Our client saw a nearly 40% increase in sales that year.

# ARRIVEDO

**iOS Developer, Creative Technologist. Dec 2015 - Nov 2016**

This startup was looking to disrupt the hotel recommendations experience for helping them better compete with Airbnb.

I worked in building a unified experience across web and mobile, increasing the iPad app responsiveness and leading the iPhone version implementation.  
(<http://appstore.com/arrivedokiosk>)

The company increased its partner hotels from 9 to 80 in one year and was invited to TechCrunch Disrupt SF 2016.

# PAPERROCKET

**iOS Developer, UX/UI Designer. Jan 2013 - Aug 2014**

User experience, the agency's main differentiator, wasn't seeing as valuable for most peruvian companies.

I redesigned the customer support flow on the main website and app for the country's energy and mining public supervisor (Osinerghmin).

Osinerghmin saw the reduction of customer's direct calls and an overall increase in the number of tickets successfully addressed. It became a regular customer of the agency.

EDUCATION

# ITP

**New York University. Sep 2014 -May 2015, Sep 2016 - current**  
Second year Master candidate

# COMPUTER SCIENCE

**Pontificia Universidad Católica del Perú. Mar 2005 - Feb 2010**  
Bachelor in Science

TECHNICAL SKILLS

# PROTOTYPING

FramerJS, Sketch, Xcode

# PROGRAMMING

Swift, Objective-C, Javascript, HTML5, CSS3