García Romero Guillermo Arturo Daniel
27 years
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Education

2006-2009 **Mexico City**	**Middle School** Escuela Nacional Preparatoria 2
2009-2012 **Mexico City**	**High School** Escuela Nacional Preparatoria 2
2012-2017 **Mexico City**	**Computer engineering** Universidad Nacional Autónoma de México
Languages:	**Spanish:** Mother tongue **English:** Advanced (Writing 70%, Reading 80%, Speaking 80%)

Programming Languages used:

- C
- C#
- Java
- Swift
- Objective C

Additional Education

C# course	60 hours
Stay in London, England	January - July 2013
Java course	60 hours
Diploma course to develop mobile apps	260 hours

Work Experience

Unam Mobile
C.U., Coyoacán, 04510 Ciudad de México, CDMX
iOS Developer, April 3, 2017 - July 7, 2017
I helped with the creation of an app that helped to improved the experience of the students that use the UNAM public transport, Pumabus. I worked using Swift

Grupo Financiero Inbursa
Av. de los Insurgentes Sur 3500, Manantial Peña Pobre, Tlalpan, 14060 Ciudad de México, CDMX
iOS Developer, July 10, 2017 - April 20, 2018
Worked as an iOS developer to maintain and create new features for their app "i-movil". I created the module of Insurance, which make use of the map, an SQLite database, the camera to scan the qr code from the policies. I also created new features in the bank module, with the help of schemes to communicate the app with the web view. I worked using Obj-c

Capgemini
Avenida Santa Fe 440 Pisos 8 y 9, Cruz Manca, Cuajimalpa de Morelos, 05349 Ciudad de México
iOS Developer Junior, April 24, 2018 - January 25, 2019
Worked as an iOS developer for Axa insurance to maintain and create new features for 2 of their apps and develop a new one. I worked with Rest web services, core data, maps, creation of a mini player, calendar and deep links to connect with apps like Uber, WhatsApp, Google Maps, Maps and Waze. Help to design one of the apps to create most of the views by reading json files from a web services, so all the views were created using code and design to be reusable. A Git repository was used for version control. The Scrum methodology was used to manage the projects. I worked using Obj-c

Globant
Av. Insurgentes Sur 859, Nápoles, Benito Juárez, 03840 Ciudad de México, CDMX
iOS Developer Semi Senior, January 30, 2019 - February 1, 2021
iOS Developer Senior, February 1, 2021 - June 4, 2021

- Worked as an iOS developer for National Geographic to maintain and create new features for their app "Nat Geo Latinoamérica". I worked with Rest web services, core data, creation of a mini player, push notifications, analytics, universal links, sharing.

- Worked as an iOS developer for Disney to maintain and create new features for their app "Disney Cruise Line Navigator". I worked with Rest web services, core data, unit testing, code refactoring, service-driven UI, migrating Obj-c classes to Swift, and deep links. I reviewed code from other developers to make sure that their code aligns with the guidelines of the project, that they aren't duplicating code, that they are writing useful unit tests. I helped developers with lower seniority.

In both projects a Git repository was used for version control, the Scrum methodology was used to managed the projects, I worked using Swift and worked with teams from other countries like Colombia, United States and Argentina.

Uber
1725 3rd St, San Francisco, CA 94158
Software Engineer I, June 21, 2021 - Present
Work as an iOS Developer for Uber Freight to maintain and create new features for their app "Uber Freight". I work with Rest web services, unit testing, snapshot test, service-driven UI and creating reusable UI Components.