



# KHRISTOFFER JULIO

## SENIOR IOS DEVELOPER



### WORK EXPERIENCE



### EDUCATION

#### COMPUTER ENGINEERING

AMA Computer College Batangas  
(2006 – 2011)



### SKILLS

#### CORE COMPETENCIES

OBJECTIVE C 5 YEARS

SWIFT 3 YEARS

#### PowerTeam iOS

Dec 2015 - Present (19 months)

Lead Developer

Team Management app that uses Parse database. Features include push notifications. Registration of coach, player or parents. Coach can create a team while players can join the team created by the coach. Parents has the ability to follow the team. The idea is every coach can handle its team and every team there's a feed like facebook where all the followers or coach can see what's happening the team. Coach can also create an event that notifies all the playeres and followers about it using Parse cloud code integration of Customer.io and OneSignal. We also implement Mixpanel and Firebase for user tracking.

Technologies used: Swift 2.x, 3.x, Parse, Parse Cloud Code, Firebase, Mixpanel, OneSignal, Customer.io, MVVM, RxSwift, Twilio, Sendgrid

#### Haikuism iOS

2016 - Present (7 months)

Lead Developer

Social media app for users that love to compose haikus. App feature includes business rule to create haiku, creating of collections, exchanging of haikus to mutual followers and initiating a haiku from other user's haiku. Using firebase, the app works with real time database.

Technologies used: Firebase, Swift 3.x, RxSwift, MVVM, Branch Deeplink

#### Kenzai iOS

June 2016 - November 2016 (6 months)

Fitness app for iOS. Job includes the implementation of dashboard and dynamic UI for different type of user's

Technologies used: Swift 3.x, Intercom, Mixpanel

#### Coca-Cola Shopmate iOS

2016 - Present (12 months)

Support Developer

Reward app for consumers using iOS devices (iPhone and iPad).

Technologies used: Objective-C, PubNub, CoreData, AppsFlyer, GoogleAnalytics

## Zukii gamification iOS

2016 - Present (3 months)

Lead Developer

Helped develop the feature that uses AR technology for photobomb using Vuforia and Swift 3.0. Feature also includes animation, particles and custom UI's. The project is compiled to use and install via cocoapods.

Technologies used: Swift, Vuforia, Cocoapods

## PowerTeam Parse Cloud Code

2016 - Present (12 months)

Lead Developer

Improved powerteam app by separating the API from the client side by moving all the API calls to Cloud code using NodeJS. Using Parse Heroku, we deploy the code to the repository and it also communicates with Parse dashboard and Customer.io to send notification to user's.

Technologies used: NodeJS, Parse Cloud Code, heroku, Customer.io, OneSignal

## Kupon2Go

2015 - 2016 (24 months)

Main Developer

Voucher reward application for Croatia. Includes implementation of geolocations, REST API client implementations. Used of native components for business applications. The app features include location based reward system, Barcode, QRCode and Pincode redeeming mechanisms.

Technologies used: Swift, ObjectiveC, REST API, JSON, Serialization, Memory optimization, ARC, Realm Database, MVVM, RxSwift, Alamofire.

## Jet2 Flight

2015 - 2015 (3 months)

Main Developer

Maintains and improved the app Jet2. Work includes improvement of the calendar feature. Issues like bugs on using credit card, UI improvements etc.

Technologies used: Swift, ObjectiveC, REST API, JSON, Serialization, Memory optimization, ARC, Realm Database, MVVM, RxSwift, Alamofire.

## ReadyTask iOS

2015 - 2015 (3 months)

Main Developer

Developed the app from scratch using Swift. Feature includes the use of voice recording, image and text uploading. Also implements Mbaas couchdb to hold the values from the app. Saving of the data to share with other users. Animations and custom UI

Technologies used: Swift, ObjectiveC, CouchDB, JSON, Serialization, Memory optimization, ARC, Realm Database, MVVM, RxSwift, Alamofire.

### **ARC (Act of Random Kindness)**

2015 - 2015 (3 months)

Main Developer

Developed the app from scratch using ReactNative (JS). Feature includes uploading of images, text like social media for Android and iOS

Technologies used: Javascript, JSON, Serialization, Memory optimization, ARC, Realm Database, MVVM, Alamofire.

### **Ravenwood Fair iOS**

2012 - 2013 (12 months)

Main Developer

Helped developing the game from scratch using Cocos2d (objective-c). Works include the placing of object on tiles like on SIMS and object rotation. Implement game quests and dynamic approach to quests. Adding and removing of objects etc.

Technologies used: Cocos2d, ObjectiveC, SQLite, JSON, XML, Serialization, Memory optimization, Garbage collection.

### **Dropple iOS**

2013 - 2014 (6 months)

Main Developer

Helped improving the game by optimizing the memory to reduce crashes, fixing bugs and shipping it to the appstore.

Technologies used: Cocos2d, ObjectiveC, JSON, XML, Serialization, Memory optimization, Garbage collection.

### **Red Rover**

2014 - 2014 (4 months)

Main Developer

Musical timing game. Helped developed the AI for single player. And also multiplayer implementations.

Technologies used: Cocos2d, ObjectiveC, JSON, XML, Serialization, Memory optimization, Garbage collection, AI, finite statemachines, Multiplayer.

### **Card Battler**

2011 - 2011 (6 months)

Card game with combination of 3D animations and 2D card selections using Unity3D (C#). Implemented the logic behind the game and particle animations during battle phase. Works includes saving using serialization and statemachines to improve user experience.

Technologies used: Unity3d, C#, JSON, XML, Serialization, Memory optimization, AI, finite statemachines.

## Flash Slotmachine

2011 - 2011 (12 months)

Main Developer

Casino slotmachine with configurable settings for number of lines, bets and with remote configuration from the server. Implemented reel animations, bonus stages and dynamic images for different type of slotmachines. All the projects are using the virtual money to play.

Technologies used: Actionscript 2.0, MySQLite, JSON, XML.

## Baccarat

2011 - 2012 (6 months)

Helped the main programmer to develop the baccarat game. Job includes the logic, UI and animations

Technologies used: Actionscript 2.0, MySQLite, JSON, XML.

## BlackJack

2011 - 2011 (6 months)

Helped the main programmer to develop the blackjack game. Job includes the logic, backend configuration handling , UI and animations

Technologies used: Actionscript 2.0, MySQLite, JSON, XML.