Luis Pena

Mobile Application Developer

Apple Valley, Minnesota

www.luispenanunez.com

Email: luis.pena.nunez.developer@gmail.com

Phone Number: (917) 318-2687

SUMMARY

Mobile Application Developer with a solid background in creating complex mobile applications.

TECHNICAL SKILLS

- Android SDK, iOS SDK

- Xamarin Forms, Xamarin Native (iOS/Android)

- Creating Bindings for Xamarin with Objective Sharpie

- Visual Studio, XCode, AppCode, Rider, Visual Studio Code

- C#, Java, Swift, YAML, Kotlin, Objective C, Git, CocoaPods, Nuget packages

- Realm, SQLite.NET, Akavache, Consuming REST APIs, Cache (Swift Library)

- MVVM, MVC, S.O.L.I.D Principles

- Bluetooth Low Energy Technology (iBeacons), OCR technologies with Cloud Vision

- Accessibility APIs for iOS and Android SDK

- MvvmCross, Prism Framework, MVVMLight, ReactiveUI, $SwiftUI$

- Experience working in an Agile environment, Zeplin, Slack, Microsoft Teams, Cisco Webex Teams, Webex Teams

- TestFlight, AppCenter, Azure DevOps Pipelines, Google Play Store Developer Console

- NUnit, XUnit, Moq, Xamarin UITest, XCTest, XCUITest

- Jira, Gitlab, Bitbucket, Github, Sharepoint API, Azure DevOps

WORK HISTORY

iOS Developer

Charter Communications   *April 2019 – Current*

Greenwood Village, Colorado

Tasked with the responsibility of working on the iOS project for the Spectrum Mobile App implementing the business logic, UI work and UI tests along with accessibility features for users with disabilities.

- Responsible for implementing new visual controls supporting accessibility features out of the box.

- Worked in integrating ReactiveUI into the project for sharing code across Android and iOS doing a MVVM architecture.

- Working in the UITest project implementing test cases for every new feature implemented for test coverage running them in AppCenter.

- Refactored and worked in the implementation of a new framework that share visual components throughout all apps within the company.

- Worked in refactoring existing views for proper initialization and animation of constraints to support different orientations and screen size/resolution.

Cross-Platform Developer (iOS/Android)

VF Corporation   *November 2018 – April (Contract)*

Greensboro, NC

Worked in the team responsible for the app that streamlined the workflow of connecting HR services, Benefits, Payroll and internal company news for iOS and Android using the Sharepoint API.

- Created a wrapper and implemented the Restful Sharepoint API to download the latest news in the company.

- Used Xamarin Forms as the framework and implemented multiple renderers for feature specific features that were mostly visuals and for cookie management and login with outlook.

- Setup AppCenter as the CI to reduce build time and delay between new features and QA.

- Setup webhooks for slack and AppCenter to report status of builds and also share details such as test coverage results.

- Responsible for the upload and maintenance of the mobile apps in the App Store and Google Play Store.

- Use Sharpie to create a bridge between their native iOS libraries to Xamarin and abstracted them for Xamarin Forms.

Cross-Platform Developer (iOS/Android)

MVI Systems   *October 2017 – November 2018*

Brooklyn, New York

Worked in the development of an intercom system and mobile apps for buildings in the Brooklyn and Manhattan area with features from granting access to tenants to reporting illegal subletting to the management company.

- Responsible for the development and maintenance of the mobile applications that grant access to users to the building (Xamarin android, Xamarin iOS, MvvmCross, C#, Mvvm, iBeacons, SQLite.NET, HockeyApp, NUnit, TestFlight).

- Worked as part of the team responsible for the development of an internal framework that is responsible for handling calls between the mobile apps and the kiosk.

- Worked as part of the team that setup Teamcity to run tests and automatize the deployment of new builds.

- Refactored and created a shared project and moved code out of the iOS and Android project and published it into a private Nuget source to share as much code as possible between the two.

- Responsible for the upload and maintenance of the mobile apps in the App Store and Google Play Store.

- Worked together with the designer of the mobile apps to improve the user experience and make views and controls that would be easy to implement programmatically to save business time as well as make the app look great from the end-user perspective. (Sketch, Protopie).

- Manage TestFlight and send out emails to the QA team about what were the changes in each build so they can proceed with testing.

Cross-Platform Developer (iOS/Android)

Megsoft Consulting   *March 2015 - October 2017*

Remote Position - Apple Valley, Minnesota

Worked as a mobile application developer for multiple companies as a consultant through this company.

- Worked with the team that developed an iOS solution for the company Seaboard Marine to improve the user experience with a better UI and simpler code architecture. (Swift, Xcode, iOS, Testflight, XCTest).

- Developed a mobile solution in collaboration with the AFL SATURN™ Carrier Platform team to integrate their APIs with the mobile apps. (Xamarin Android, Xamarin iOS, Xamarin Forms, C#, Testflight, Jenkins, NUnit, Xamarin UITest).

- Worked as part of the team responsible for the development and support of the Seguros Universal mobile application, which is a solution allowing mobile access to more than 800,000 customers for the largest insurance company in the Dominican Republic. Application provided access to services ranging from health insurance, casualty and property insurance, roadside assistance and more. (Xamarin Forms, iOS, Android, Prism, Mvvm, C#, Testflight, AppCenter, NUnit, Xamarin UITest).

- Participated in an end-to-end open source project the company started, geared towards providing a "real-in-production project" experience to all developers interested in learning ASP.NET MVC and Xamarin. (C#, Xamarin Android/iOS, ASP .NET API/MVC, SQL, Testflight, HockeyApp, NUnit). https://github.com/developersdo/empleo-dot-net

- Have been involved as a mentor for the summer work program, in this role I have been responsible for the summer interns assigned to our team, working with them in the creation of requirements, development, and deployment of new tools, while evaluating possible future hires. (Xamarin iOS, Xamarin Android, iOS Native Swift, Android Native Java, Xamarin Forms, NUnit, Xamarin UITest).

APPS IN APP STORE

Salari
iOS
https://apps.apple.com/us/app/salari/id1475439249

- Easy and accurate calculation of paycheck done in Swift 5 with SwiftUI and library 'Cache' for local caching.

- Used XCTest for unit testing and XCUITest for UI Testing.

- Made use of Azure DevOps pipeline for continuous builds and automate the release of new versions to TestFlight which then get promoted to production.

- Made use of CocoaPods for dependencies management.

ADDITIONAL EXPERIENCE

User Experience Designer (iOS/Android)
Uplabs
https://www.uplabs.com/luispenanunez

- Good understanding of UX and UI tools such as Sketch, Figma, Adobe XD, Protopie.

EDUCATION

Dakota County Technical College
Rosemount, Minnesota
Started in October, 2017