José Antonio ToussaintGarcía

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WORK EXPERIENCE

IcaliaLabs   Monterrey, Nuevo Leon, Mexico
Swift Engineer Intern   May 2016 - Present
- Got an intense one month training for developing applications using Ruby on Rails.
- Expended my swift knowledge heavily by working on a tvOS app that works as a dashboard for companies.
- Learned the github workflow so I can work on teams even better.

MAJOR PROJECTS

Pomegranate   2016

tvOS app that serves as a dashboard so companies can see their current status
- Developed to serve on a TV, with the help of Apple TV.
- Consumes an API created by my coworkers, that has Github- related endpoints.
- The biggest challenge was working with the focus engine and creating Focus guide objects to enhance user experience.

HexaFM   2015

Fun and addictive iPhone game
- First ever major project done on swift, with the help of SpriteKit.
- The game consists of a Hexagon with different color sides and a ball inside of it, the ball changes color on every bounce and the user has to tap the screen to rotate the shape and match the colors.
- The biggest challenge was that this was my first swift project, the learning curve was huge.
- Worked heavily on the physics of the game, the collisions and saving the high score on a NSUserDefault, so it wouldn't be lost when the user exists the app.

LabTour   2015

Virtual tour through the Chemistry labs of my university.
- Built on swift. The user could wander around the lab, click different machines and receive useful information about it.
- Also included the open hours of the labs and other info.

Tessercat   2015

Optical Character Recognition application used to read and interpret passports.
- Uses tesseract to read the characters, interprets the received string and displays the useful information.
- Developed in Java.
- When analyzing multiple passports it exports the information to an excel file for better interpretation.
- Biggest challenge was working with Google's OCR software, it was very new to us.

EDUCATION

Instituto Tecnológico y de Estudios Superiores de Monterrey(ITESM)   Graduating in December 2019
Bachelor in Computer Technology   *GPA 94/100*

SKILLS

PROGRAMMING LANGUAGES   **TECHNOLOGIES**

1 year:	C++ (Intermediate)
7 months:	Swift, Ruby (Intermediate)
5 months:	Java (Beginner)

HTML, CSS, Git, Swift, Javascript, Realm.

AWARDS   **ONLINE COURSES**

Awarded a scholarship for Academic Talent on my current university

Ruby course in codecademy.com
iOS App Development Basics, University of Toronto with Coursera

Extra Info
Music enthusiast that plays a couple instruments and even had the chance to play on a local charity event held on a mall.