

Idelfonso Gutierrez

www.idelfonso.com | +1 954 513 9568 | idelfonsog2@gmail.com | www.github.com/idelfonsog2

Skills - Programming Languages

<u>Proficient</u>	<u>Familiar</u>	<u>Learning</u>	<u>Technologies:</u>
Java	Bootstrap	Zewo.io	Git
Python	Javascript	Django	Scrum*
Swift	PostgreSQL		RESTful API

Education

B.S. Information Technology at Florida International University - August 2012 - May 2016
Minor: Social Media and E-marketing Analytics
iOS Developer Udacity Nanodegree - In Progress

Project Experience

MemeMeApp - Developed this iOS app that creates memes out of the camera's device
Inventory Management - Created an iOS app to manage a database of items. Pros the effectiveness of adding a new item to the device database and reducing the time up to 97.5%
Weeab-Sume.com - Built a web application where fans of anime can input their skills and experience, as a result they'll get a beautiful resume hand crafted by us and picked by them.
NotAnotherDrakeGame - Using C# and Unity coded this look alike flappy bird game.

Work Experience

Java Learning Assistant at Florida International University January 2016 - May 2016

- Actively participate in facilitating student learning and promoting their engagement.
- Clarify any issues by going through the logic and debugging of assignments.
- Becoming available after hours to explain further concepts and syntax.
- Attending lab hours to go through more hands-on problems.

IT Intern at Martin Digital Group, LLC. January 2014 - April 2015

- Work with multiple clients as a consultant and technical support.
- Transform a website from a blog to an e-commerce site
- Check logs and malfunctioning errors to avoid conflict with purchase process on the website.
- Maintain the network, installation and use of new software, and new process.

Instructor at CoderDojo Dec 2014 - Present

- Create stimulating lessons/games to an average of 20 students per session.
- Teach on an ongoing process and/or create new projects for beginners in a class of 20.
- Use sites like scratch.mit.edu and arduino.cc to motive creativity through technology.
- Encourage public speaking at the end of each session so young ones can acquire the skills on how to structure their ideas.

*Scrum two-day session training provided by 3CInteractive