Pedro Trujillo
Software Engineer

Orlando, FL 32803

Willing to relocate: depends, remote work preferred.

Availability: Immediate

Work Status: US Citizen

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🌐 pedrotrujillov.github.io

in PedroTrujilloV

GitHub PedroTrujilloV

Bē PedroTrujilloV

- About Me -

Results-driven Principal Software Engineer with a proven track record of delivering impactful applications and driving technical excellence.

Expertise in cross-functional collaboration across remote environments, code optimization, and enhancing user experiences through innovative solutions. Strong background in mobile software engineering, agile methodologies, and mentoring. Committed to producing high-quality, efficient, and user-friendly applications that contribute to the growth of user communities. 🚀

🛠 SKILLS

Interpersonal:

Curious, Team Player, Team Building, Leadership & Mentorship, Collaborative Problem Solving, Critical Thinking, Time Management, Quick Learning.

Industry Knowledge:

Apple:

iOS, tvOS, watchOS, visionOS (entry) & spatial computing, Swift, Objective-C, UIKit & SwiftUI, Cocoa & Cocoa Touch, Combine Framework, Core Bluetooth, HealthKit, MapKit, Core Location, GCD, Protocols and Delegates, Concurrency, Core Data, ARKit, Core ML, Metal.

Artificial Intelligence:

Machine Learning, Artificial Neural Networks, AI Ethics, Linear Algebra, Probability, Statistics, Derivative Calculus, Optimization, Gradient Descent, Classification, Regression, Forward Propagation, Backward Propagation, Python, NumPy, Scikit-learn, Pandas, Scipy, Generative AI, Fine Tuning, LRHF, LoRA, PPO.

Software Engineering:

Agile, Scrum, SDLC & UML, Clean Code, Clean Architecture, SOLID, Architectural Design Patterns, MVVM, Publisher-Subscriber, Service-Oriented Design, Dependency Injection & Coordinator, TDD & Unit Testing, Debugging, Source Control with Git, CI/CD, Telematics, GPS.

Network:

HTTP, TCP, UDP, SSH, RESTful APIs, JSON

💼 EXPERIENCE: 11+ Years

Principal Software Engineer iOS/tvOS
📍 (Remote) El Segundo, CA

Beachbody — 7/2021 - 3/2023

Led cross-functional agile teams in the development of iOS native features for mobile platforms, Apple Watch, and Apple TV, optimizing code sharing across platforms. Pioneered Bluetooth device integration, pairing Apple Watch and BTLE heart rate monitors, enabling seamless data transmission during live and on-demand workouts. Crafted technical specifications, aligned with product requirements, and contributed insights specific to iOS platform. Spearheaded the adoption of best practices from tvOS and iOS teams, fostering continuous improvement and knowledge sharing. Mentored and elevated the technical skills of the team through strategic meetings and collaborative sessions. Collaborated closely with product owners, designers, and QA teams, ensuring the delivery of quality features to a growing user base.

Senior Mobile Software Engineer
📍 (Remote) Tampa, FL

Velocity Z — 1/2021 - 7/2021

Developed iOS mobile applications for partner company Peeq, facilitating secure and engaging video conference experiences for celebrities and fans. Utilized Swift, UIKit, AVFoundation, Core Animation, Core Data, GraphQL and JitsiMeet Framework to build robust and interactive features. Engaged in an Agile environment, employing Scrum, Jira, and Git/Github for efficient project management. Supported both iOS and Android video conference SDKs, ensuring smooth functionality and optimal user experiences.

Software Developer
📍 (2020 Remote) Orlando, FL

Crunchy Tech — 11/2016 - 2020

Led mobile app architecture design and development, focusing on OOP, MVVM, and Protocol Oriented Programming. Collaborated effectively as a team player, contributing to all software development life cycle phases, following agile software development best practices. Developed 100% iOS and macOS native Apps using Objective C and Swift (UB App, Padzilla App). Created delightful UI/UX, inspired by best practices from Apple HIG. Worked on various full-stack web development projects, including cloud containerized microservices for UB App. Established CI/CD automation pipelines for multiple projects. Contributed to gaming development and created concepts and 3D art for UB.

iOS Developer
📍 (Remote) Orlando, FL

Code for Orlando — 9/2016 - 12/2016

iOS Developer (Remote - Consultant)
📍 Orlando, FL

Modernmeal Inc. — 12/2015- 2/2016

iOS Mobile Engineer (Student)
📍 Orlando, FL

The Iron Yard — 10/2015 - 1/2016

Development & Design Engineer
📍 Colombia & Israel

CODALTEC — 2012 - 2014

Researcher, Programmer and Coordinator
📍 Colombia

Horizonte Mediático (Universidad de los Llanos) — 2007 - 2012

Teaching & Contract Work Experience 📍 Colombia

School Hogar Cristiano Vision Agape and various — 9/2011 - 4/2012

🎓 EDUCATION

MS, Artificial Intelligence 📍 Colombia

University of los Andes (Universidad de los Andes) — 2023 - Present

The Master's in Artificial Intelligence equips students with essential theoretical and practical skills. Graduates emerge as responsible interdisciplinary leaders, driving societal progress through technologies like Machine Learning, Deep Learning, Reinforcement Learning, NLP, Computer Vision, Semantic Web, and Autonomous Systems.

iOS Mobile Engineering 📍 Orlando FL

The Iron Yard — 2015 - 2016

I studied and practiced iOS Mobile Engineering, watchOS, and tvOS at The Iron Yard boot camp. I learned to code in native iOS Swift and Objective-C, gained knowledge about APIs, frameworks, UI components, guidelines, architecture, design patterns, and associated best practices.

BS, Software and Systems Engineering 📍 Colombia

University of los Llanos (Universidad de los Llanos) — 2005 - 2011

I studied Software Engineering & Computer Science focused on the development and optimization of systems (see program here) for 5 years, and worked on a thesis/graduation project for 1 year: *Simulation Module Development for a Physics Course*.

🎖 COURSES & CERTIFICATES

Course	Date
Generative AI with Large Language Models	2/2024
Mathematics for Machine Learning and Data Science Specialization	7/2023
Calculus for Machine Learning & Data Science	7/2023
Linear Algebra for Machine Learning & Data Science	6/2023
Probability & Statistics for Machine Learning & Data Science	6/2023
Mobile Engineering With iOS, The Iron Yard	1/2016
Introduction to Computer Science and Programming Using Python, MITx, edX. **Grade: 96%**	6/2015
Introduction to Bootstrap, Microsoft, edX.	8/2015
Computer Graphics, UCSanDiegoX, edX	10/2015
3D Geodatabase Design and Terrain Modeling, Elbit Systems Ltd - Israel	11/2013
SIMbox Software Development, SimiGon Inc - USA	2/2013
SIMbox Graphic Engine (3D Art), SimiGon Inc - USA	2/2013
AutoCAD 3D, SENA	9/2012