

Stephanie Lauren Ramirez

Software Engineer

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SKILLS

iOS • Swift • Objective-C • SwiftUI • UIKit • Combine • ReactiveSwift • MVVM • Object Oriented Design • Interface Builder • MapKit • HealthKit • WebKit • Core Location • Core Bluetooth • Core Data • Git • CocoaPods • JSON • RESTful API • JavaScript • GraphQL • URLSession

TOOLS

Xcode • SourceTree • Charles Proxy • Insomnia REST • Amplitude • Microsoft Azure • AWS • Firebase • Figma • Jira • Notion • Linear • Sketch

PROFESSIONAL EXPERIENCE

Volunteer iOS Engineer / *CrowdDoing*

February 2024 – Present

- Collaborated with other volunteers and project managers to finalize design objectives using agile methodologies.
- Played a pivotal role in translating design concepts into functional iOS mobile interfaces, ensuring alignment with project goals.
- Navigated challenges inherent in a remote volunteer-based team structure, fostering a collaborative and productive work environment that encouraged knowledge sharing and teamwork.

PROJECT HIGHLIGHT

Nature Counter | Offers a user friendly interface that supports mental health through quantified nature immersion.

- Utilized SwiftUI, MapKit, Core Location, and endpoint integration to implement customized map and carousel features.

Mobile Engineer, iOS / *Fueled*

March 2020 – February 2023

- Directly interfaced with clients, for 10+ projects of varying duration (3-12 months), regarding application specifications, updates, and blockers to ensure alignment with their deliverable timelines. This resulted in increased retention due to positive experiences.
- Coordinated with Project, Product, Design, and QA teams to conceptualize, execute, and launch our products in an agile environment.
- Developed scalable applications with an MVVM design pattern in conjunction with Functional Reactive Programming, starting with MVP and continuing throughout the project's lifecycle.
- Utilized debugging tools like Insomnia and Charles Proxy, implemented analytics with Amplitude, and conducted unit testing using the XCTest framework for comprehensive application validation.
- Conducted thorough code reviews and maintained meticulously documented commits via GitHub, ensuring timely updates to tickets and preventing future blockers for teammates, which enhanced overall team productivity.

CLIENT HIGHLIGHT

Dime Beauty | Delivers a personalized experience for users to explore, purchase, and track their skincare routines.

- Led iOS app development by providing streamlined access to products for a portion of their 1 million+ customers, and by optimizing performance and usability to deliver a seamless shopping experience.
- Took charge of the UITableView implementation for product bundles and detail pages, ensuring a clear and user-friendly presentation.
- Implemented a cohesive integration of REST API and GraphQL queries for cart checkout with Shopify, optimizing data retrieval and improving the overall shopping experience.

iOS Apprentice / *Fueled*

September 2019 – February 2020

- Attained proficiency in Swift, Objective-C, SwiftUI, and MVVM architecture by shadowing teammates, building features, and resolving bugs across both client and internal applications.
- Collaborated with a global network of engineers within an extensive codebase, aligning with objectives and Fueled's best practices.
- Demonstrated continuous improvement in technical prowess and communication skills, fostering autonomy and deepening understanding of mobile software design and development.

CLIENT HIGHLIGHT

World Food Programme | An internal app for tracking food distribution metrics to address global hunger.

- Implemented SwiftUI elements that were hosted within a UICollectionView to display region-based metrics, improving data visualization and accessibility.
- Increased scalability by transitioning authorization from OAuth 1.0 to OAuth 2.0 through Microsoft Azure, which enhanced security protocols and streamlined user access.

EDUCATION

Pursuit

Software Engineering Fellowship

New York University

B.A. in Psychology, Minors in Studio Art and CAMS.