

SAMUEL FOLLEDO

iOS Developer

4+ years of experience on full stack iOS development and desires to leverage machine learning into mobile applications

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EDUCATION

Bachelor's Degree in Computer Science

Make School

08/2019 – 08/2021

- Data Science

San Francisco, CA

- iOS Development

- Back End

Associate Degree in Computer Science

Hudson County Community
College

01/2015 – 05/2017

Jersey City, NJ

- President of Computer Science Club

- Vice President of HCCC's Alumni
Association

- Who's Who Among Students in
American Universities Award

TECHNICAL SKILLS

Languages

- Swift

- Python

- C++

- HTML

- CSS

- Assembly Language

Back End

- Firebase

- Django

- Flask

- Backendless

Data Science

- Jupyter

Tools and Frameworks

- Numpy

- Bootstrap

- OneSignal

- Version Control (Git)

- CocoaPods

- Source Tree

- Affinity Photo

- Adobe Photoshop

- Affinity Designer

- Adobe Illustrator

- Microsoft Office

- Sketch

LANGUAGES

English

Native Proficiency

Tagalog

Native Proficiency

Ilocano

Native Proficiency

Spanish

College Proficiency

HIGHLIGHTS

- Self-taught Swift programming since 2015 through various online courses and tutorials
- Strong foundation on Apple frameworks, requirements, policies, designs, and patterns
- Participated in 5+ MLH Hackathons
- Experience mentoring in iOS development

ENGINEERING PROJECTS

Snail Mail (Swift, Firebase, Flask, SlackAPI – 2 people, Soloed Mobile)

iOS app that sends Slack notifications when mail is delivered. Designed to improve mail system in Make School student housing.

- Wrote algorithm to find name and address from scanned shipping label
- Flask API developed by a backend engineer requires a name to send a Slack message with an optional address for a more detailed message
- Implemented the apps Firebase's Database, Storage, and TextRecognizer API to receive scanned texts detected from a shipping label
- Mails are stored in database featuring delete mail, view shipping label, and update mail's name
- Redesigned the home screen to a camera preview layer using Apple's AVFoundation framework

UserAuth-Starter (Swift, Firebase - Solo)

Starter code for iOS developers and students which includes user authentication and push notifications.

- Implemented Firebase authentication: email, phone, Facebook, Apple, anonymous
- Best practices following an MVVM pattern

Brain Trainer (Swift - Solo)

iOS game that activates brain and enhances hand-eye coordination. It follows best practices in Model View Controller pattern to avoid massive view controllers.

- Industry-level code-base utilizing advance protocol like CaseIterable and enumeration for colors
- Proper separation of concerns allowed small code base despite of different game difficulties

Elevated Era Store (Swift, Core Data - Solo)

A clone of Supreme's store app for a clothing business, "Elevated Era."

- Similar UI to Supreme with different colors and additional features including customizable quantity and more clothing varieties
- Fast and polished for all screen sizes

Jack N' Poy (Swift, Firebase, OneSignal - Solo)

A turn-based multiplayer fighting game where each round user selects one move: jump or crouch, and one attack move: high light, low light, high medium, low medium, high hard, low hard and checks if the attack landed.

- Stores individual player's win-loss record, level, experience, and game history
- Playable in one or multiple devices in real-time
- Developed before Make School, thus CurrentGameViewController.swift is massive

Real Estate Store (Swift, Firebase, OneSignal, Backendless - Solo)

iOS store for real estate agents to shop properties and owners to rent or sell their lands, house, buildings, etc.

- Subscription, consumable, and non-consumable types of in-app purchases
- Properties can be sorted, filtered, added to favorites, and map directions
- Owners can receive push notification from interested agents