Fernando J. Arocho Colom

Caguas, Puerto Rico 00727 • 787-457-3740
f.arochocolom@gmail.com • linkedin.com/in/fernando-arocho-14a24597/

QUALIFICATIONS PROFILE

Creative and dedicated professional with related education, internships, and experience to contribute to new and innovative objectives in an **iOS and Full Stack Developer** role.

- **Software Solutions:** Knowledge of iOS application lifecycle as well as mobile architecture, trends, and technologies. Well versed in mobile design principles. Skilled in iOS development with Swift and backed development in Python/Flask and Node.js. Familiar with apps published on Apple Ecosystem.

- **Testing & Debugging:** Experienced in testing, debugging, and troubleshooting iOS platforms. Focused on maximizing application speed, reliability, and performance through prompt investigation of crashes.

- **Project Management:** Proven skills in gathering and translating business/user requirements into technical specifications. Able to balance and prioritize competing tasks and produce deliverables on time.

- **Key Strengths:** Exceptionally organized and able to multitask. Talent for quickly learning new information, procedures, and technologies. Understand the importance of data security and integrity.

Core Technologies:

Programming Languages:	Swift, JavaScript, Object Oriented PHP (Laravel)
Web Development:	HTML, CSS, jQuery, Bootstrap, MEAN Stack (Angular 2)
Databases:	MySQL, Postgres, Mongo DB
Server:	PHP, Node.js, Express.js, Python/Flask

EDUCATIONAL BACKGROUND

Computer Science (anticipated 2/2018)
Make School Product College, San Francisco, California

Certification, iOS Development (2017)
Make School Summer Academy, Los Angeles, California

Coursework toward a Bachelor of Science in Computer Engineering
University of Puerto Rico, Mayaguez Campus

EXPERIENCE HIGHLIGHTS

Make School Product College, San Francisco, California

Student, iOS Development, 9/2017 – Present

Technologies: Swift, Python/Flask, Ruby on Rails, Firebase

Excel in this rigorous degree program, gaining hands-on experience utilizing the latest iOS development techniques and application development methodologies.

- Engage in projects focused on Data Structures and Algorithms, including a random tweet generator that uses stochastic sampling to produce random sentences and a hash table to store a histogram of words.

- Created a nutrition application (iOS) currently in review in the app store called Foodskout.

- Designed an Instagram Clone with Swift 3 and Firebase.

- Developed and published the Turms mobile application using Swift 3 and Firebase that generated 2K downloads.

- Implemented concurrency techniques that reduced the loading time of apps between 15-35%.

…Continued…

Chat Agency, San Juan, Puerto Rico

Full Stack Developer, Software Engineer, 4/2017 – 9/2017

Technologies: Laravel, Blade, Instagram API, Twilio, Linked In API, HTML, CSS, Javascript

Created websites for various local and international brands. Designed additional features for Sharelov, the agency's marketing application. Applied breakthrough iOS design and development strategies to advance several projects.

- Developed ATH Movil, a payment platform created for Puerto Rico; created ATH Movil web page on Laravel and Blade template engine, and implemented native Laravel notifications for the app.
- Implemented Instagram publications with Instagram API.
- Created document-driven campaigns where users could upload assets such as audio files, Word documents, and PDFs; added three features to the Agency's Sharelov application.
- Developed text notifications for Instagram publications with Twilio, increasing daily publications by 20%.

Revuelo, Santurce, Puerto Rico

Web Developer, 1/2016 – 5/2017

Technologies: DDA, Angular 2, Shopify, MEAN, HTML, CSS, JavaScript/jQuery and Bootstrap

Led the development of a new product, Drone Designer Application (DDA) with HTML, CSS, JavaScript/jQuery, and Bootstrap for a startup accelerator; designed the beta version of DDA with Angular 2 and Shopify, and the final version of DDA with MEAN Stack using Angular 2.

- Created version 1 of DDA, attracting 2K+ users to company's webpage, and version 2 that brought in 3K+ each week and 500+ subscribers weekly on Facebook.

College of Engineering, University of Puerto Rico, Mayaquez Campus

Lead iOS Developer, 8/2015 – 9/2017

Technologies: Swift, Version 2.X

As a part of undergraduate research, developed an iOS mobile application for the Enfoque Film Festival. Interviewed attendees and staff to discuss other features that could be added. Worked closely with a copyright expert on intellectual property matters.

- Implemented Human-Centered Design for the application.
  - o Collaborated with attendees to understand and optimize the user experience.
  - o Led creation and dissemination of prototypes based on data.
  - o Continuously reviewed progress with client and event attendees to ensure project progress.

iOS Foundation Bootcamp, Puerto Rico Science Trust, San Juan, Puerto Rico

Scholarship Winner, 3/2016

Technologies: Version 2.1 of the Swift language for iOS

Selected to participate in learning and developing the latest in iOS technologies; gained exposure to UI animations in Swift, core data, basic core graphics, core location, user defaults, Apple interface guidelines, protocols and delegates, and object-oriented programming for iOS.

- Developed a journal application with protocol-oriented programming, model view controller architecture, data persistence, and core location; recreated the app core data for data persistence.
- Designed a calculator by implementing auto layout and stack views.