

# Pedro Méndez Tostado

IOS Developer

[tostado\\_mt@hotmail.com](mailto:tostado_mt@hotmail.com) || +52 5521968930 || Languages English C1, Native Spanish || [Linkedin](#) ||  
<https://pedrom-info.netlify.app/>  
MEXICO, CDMX

---

## EDUCATION

**Academlo** - January - July 2022

Computer Science

---

## EXPERIENCE

**BeTechCapital** August 2022 - December 2023

Software Consultancy.

I worked as an IOS developer in a small team, where I created new functionalities, enhanced performance, and conducted unit tests. I collaborated closely with the technical lead to fix applications errors.

- Develop an interactive List enabling element selection and detailed View presentation using UIKit and MVVM architecture.
  - Used CoreData to store API Data, allowing Offline APP usage.
  - Enhanced performance using reusable cells and ensuring compatibility across various device screen dimensions.
  - Implemented the Singleton design pattern to manage API req, ensuring a single instance code usage throughout the app.
  - Added unit test (XCTest) and UITest to ensure the reliability for the apps functionalities
- 

## PERSONAL PROJECTS

**App Pokedex List** - November 2023

Develop an app that compiles the list of Pokemon elements, enabling users to select an item from the list to view detailed information about selected Pokemon providing a comprehensive overview of each pokemon's details upon selection(Still working in the app).

- Implemented the Singleton design pattern to handle API request, ensuring a single instance of code usage throughout the app.
- Used CoreData to enable offline functionality by storing requests, optimizing data retrieval without API calls if data exists.
- Added unit test (XCTest) to ensure the reliability for the apps functionalities and UITest .
- Still in progress trying to change UIKit to SwiftUI. [Github](#).

**App Rick & Morty** - October 2023

Develop a multi-platform app for MacOS, WatchOs and IOS(iphone/iPad) that consumes an API, using the MVVM architecture, the app enables users to search for characters, episodes or locations from the "Rick and Morty" series.

- Employed UIKit, SafariServices, StoreKit.
  - Featuring a search bar and navigation bar.
  - Additionally, the Settings Screen was developed using SwiftUI [Github](#).
- 

## Skills

### Programming Languages

- Swift 1.5 year and current

### Technologies

Swift, UIKit, CoreData, SwiftUI, MVVM, XCTest, UIKit, SafariServices, StoreKit, Git version control, Github, Jira, Canvan, Trello, Firebase, API Rest, Web stack: "JSRNP"

### Online Courses

Courses from Coursera, Udemy, Hackingwithswift, several courses and tutorials on Youtube.