

VICTOR ALEJANDRO PACHECO GARCIA

Programming Technician, Estudying Engineering in Informatics and iOS Developer in the making

victor.alejandro.ph@outlook.com | +52 55 54 79 95 01

Portfolio | **Linkedin** | **GitHub**

EDUCATION

CECyT N 9 "Juan de Dios Batiz Paredes"

Programming Technician

GPA: 79

CDMX

August 2016 - December 2019

Unidad Profesional Interdisciplinaria de Ingenieria y Ciencias Sociales y Administrativas (UPIICSA)

Informatics Engineer

GPA: 83.9

CDMX

January 2020 - Present

SKILLS

Programming Languages: Swift, Objective-C, HTML, CSS, SQL, Java, TypeScript
Libraries/Frameworks: XCTest, Swift Testing, GRDB, ARkit, MapKit
Tools / Platforms: Git, VS Code, Xcode, IntelliJ, Blender, Rider, GitHub, Figma, NetBeans
Databases: SQL - MySQLWorkbench, SQL - pgAdmin 4, SQL - Microsoft SQL Server

PROJECTS / OPEN-SOURCE

Movie Tracker | [Link](#)

Swift, SwiftUI, JSON

This application is designed with the purpose of helping users simplify the tracking of the movies efficiently either if you want to see them or just keep track of the price in iTunes to know when to purchase them, saving all this info in a JSON

Features:

- iTunes API usage
- Json Persistence
- Model - View
- DocC Documentation

SleepBeatter | [Link](#)

Swift, SwiftUI

This application was designed to help the users manage their alarms efficiently and always knowing when their next alarm will ring, Its main purpose is to reduce uncertainty and prevent missed wake-ups, at the same time that you regulate your sleep cycles

Features:

- Persistence with JSON
- Local Notification
- XCTest for Unit and UI
- DocC documentation
- Model - View

The Library | [Link](#)

Swift, SwiftUI, Apollo, GraphQL

The purpose of this app it is to offer the user a library that it is reliable and that its capable of helping the user to manage and track the different animes that has watch or plans to do so

Features:

- Integration with an GraphQL API(Ongoing)
- Use of Apollo
- Persistence with JSON
- MVVM

TaskListGRDB | [Link](#)

Swift, SwiftUI, GRDB, SQLite

The main purpose of this app was to help me get familiar with the way GRDB worked and how it was posible to implement SQLite in Swift that's why it is much simpler only having a minimal design

Features:

- Usage of GRDB
- Persistence with SQLite in device
- Model View
- DBManager (Singleton)

MapGRDB | [Link](#)

Swift, SwiftUI, MapKit, GRDB, SQLite

This app was born of the idea of actually using the knowledge I have learnt of GRDB and SQLite, so I combined that knowledge with an app I previously made in a course that uses Mapkit.

- Local persistence with SQLite and GRDB
- MVVM
- DBManager (singleton)

FurnitureAR | [Link](#)

Swift, SwiftUI, AR kit, Reality kit,

The idea of this app came from watching a showroom with the physical exhibit of an apartment, and from the need of updating my knowledge I had in AR, and the purpose it is to allow the user to place usdz models in the room that you are to plan the layout of the room

Features:

- Usage of Focus Entity(package)
- MVVM
- usdz models

CERTIFICATIONS

- CSS - **HackerRank**
- SQL (Basic) - **HackerRank**
- Programa Oracle Next Education F2 T6 Back-end - **Alura Latam** - **Oracle Next Education**

HONORS & AWARDS

- Language - Spanish(Native)
- Language - English(B2)
- Language - French(B1)
- Language - German(A1/A2 ->Studying)