

ADRIENE CUENCO

Software Engineer, iOS

CONTACT

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SKILLS/TOOLS

- Objective-C (4 yrs) / Swift (2 yrs)
- Android SDK, Java (2 yrs)
- Angular, JavaScript (2 yrs)
- Python, C++, C# (School)
- MSSQL (2 yrs)
- RESTful (2 yrs)
- Figma, Sketch (1 yr)
- Git, Github, Bitbucket (4 yrs)
- Xcode(4 yrs), Android Studio (2 yrs)
- MVC (4 yrs), MWM (1 yr)
- Slack, Jira, Trello (4 yrs)
- CocoaPods, FastLane (4 yrs)
- Core Data (4 yrs), Realm.io (1 yrs)
- iOS SDK, Cocoa Touch, UIKit (4 yrs)

EDUCATION

Bachelors of Science Computer Science

California State Polytechnic University
Pomona, CA | 2016

SUMMARY

Organized, result-orientated, adaptable Software Engineer with over 4 years of iOS development experience; 2 years of Android and 2 years of Angular/Web App development experience.

EXPERIENCE

Software Engineer, iOS

Yipkos, Inc | Anaheim, CA | AUG 2016 - PRESENT

Develop and maintain the company's flagship, lead retrieval iOS/Android application used at trade shows, Showleads.

- ShowLeads is developed in Objective-C with newer classes being in Swift. Uses Core data and attaches to a asp.net backend with a MSSQL database.
- Utilized Core Data/Realm.io as a data persistence layer to ensure an offline data capture experience.
- Applied and integrated RFID technology for data capture needs resulting in detailed metrics and insights for our clients.
- Integrate lead retrieval APIs provided to us by the tradeshow we attend and consume the data as JSON or XML.
- Work directly with clients to bring feature requests to reality such as integrating camera functionality to run OCR or capture photos of business cards or attendee badges during attendee engagement.
- Work closely with backend engineers to ensure data is being pulled, pushed, modified and stored correctly to achieve strong data integrity.
- Utilized CocoPods to integrate and manage external libraries and Fastlane to automate the building, signing, deploying and uploading of our iOS builds.

Software Engineer, iOS

Xerox, Copy Solutions, Inc. | Monterey Park, CA | JUNE 2015 - JULY 2016

Developed from scratch, an FTP client for iOS, using Objective-C, for our internal employees to create, read, modify, backup internal company files.

- Reduced the cluttered UI that comes with most FTP apps for ease of use for our non technical staff
- Created an internal deployment website to distribute the app internally using Apple's Developer Enterprise Program.