Aldo Yael Navarrete Zamora

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Education

University of Naples Federico II — Naples, Italy
iOS Developer Internship at Apple Developer Academy — *Sep. 2023 - Jun. 2024*

National Autonomous University of Mexico — Mexico City, Mexico
Bachelor's degree in Computer Engineering — *Aug. 2019 - May. 2025*
Member of the 1st generation of the Competitive Programming Club from Aug. 2021 to Aug. 2022.

Experience

iOS Development Lab. — Mexico City, Mexico
Social Worker Intern — *Nov. 2022 - Aug. 2023*
- Assisted students in understanding the Swift programming language and building iOS applications through hands-on lab instruction and support.
- Taught classes to first semester students on iOS development basics and best practices for creating engaging and functional mobile apps using Objective C, XCode and other relevant tools.

Meta Inc. — Menlo Park, California
Software Engineer Intern on WhatsApp iOS Platforms — *Jun. 2022 - Sep. 2022*
- Led the development of a centralized system for managing non-crashing events and unexpected behavior on the Client, resulting in fewer merge conflicts for engineers and improved server performance.
- Refactored the json schema and structure of events, modularized usage within the codebase, and proposed new properties for improved analysis of critical events using Objective C and Swift.
- Implemented server-side overrides to dynamically update logs sampling rate values, reducing storage quotas on servers and resolving server overload issues.
- Developed an internal command line interface tool which provides a set of commands to create, update and delete specific events within code-base using Python. In turn this internal tool facilitated engineers to handle their events.
- Updated a task monitoring system to track near-expired events and added support for on-call team ownership.
- Communicated with cross-functional teams regarding critical events, created a Wiki to demonstrate how they worked, and presented the project at the internal fair, showcasing its impact on software engineers.

Skills

Programming Languages: C (3 years), C++ (3 years), Swift (2 years), Python (2 years).
Familiar with: SwiftUI, UIKit, Objective C, PL/SQL (Oracle), Javascript, HTML, CSS, React, NodeJS, Unix/Bash scripting.
Tools: Git, XCode, Visual Studio Code, Postman.

Languages

English (C2), Spanish (Native).

Projects

Real Estate Management iOS App: Designed and implemented an iOS application using SwiftUI and Firestore, which will have a significant impact on real estate owners, as it provides comprehensive real estate management capabilities.
Chat iOS App: Implemented chat app using firebase firestore and UIKit, implementing UITableViews, MVC pattern, protocols, and delegates for real-time message synchronization.
Coffee Shop Rest Service: Developed a rest API using nodejs to make requests and fetch restaurant data stored in MongoDB as non-relational database and developed with Oriented Object Programming paradigm.
COVID Tracker Website (Web Application): Developed a React Web Application implementing ReactHooks to extract real time information from COVID Mathdro API and show partners data and information about infected and recovered people statistics all around the world.
Holiday Accommodations Database: Developed a high-performance PL/SQL database that effectively managed operations from a holiday accommodations, leading to a 25% reduction in flight delays and cancellations using Oracle.

Extracurricular Activities

- Qualified to ACM ICPC Regionals taking place on Mar. 2023.
- Participated at Google Contest at UNAM on 2021.
- Participated at IEEEXtreme 16.0 international coding competition in Oct. 2022.