

APP PARTNER

07/13-11/13 (5 months)

iOS Developer (Free Lance)

Involved in every project phase of a full-feature game, from research to full development
Worked with senior developers, project managers, and QA to deliver project requirements
Built sample applications according to wireframes and technical specifications with clients
Implemented a wide range of iOS technologies, from game engines to various frameworks
Responsible for bug fixes, crashes, and design enhancements to various apps

FUZZ PRODUCTIONS

03/13-06/13 (4 months)

iOS Developer (Free Lance)

Contracted to redesign and enhance the client's current iOS app called Epi-Tracker
Updated the app to be compatible with all versions, including iPhone 5 and iPad
Worked with QA in quickly identifying and fixing all bugs and technical issues
Strong use of Instruments and other testing tools to improve the stability of the app
Coordinated with project managers and clients to define design specifications

STAPLES INC

07/09-11/12 (3 years)

Network Administrator

Monitored all server and internal equipment and maintained network performance
Expertly installed, configured, and repaired PCs and related hardware on all OS platforms
Provided computer help desk support and training on hardware/software to co-workers
Responsible for maintaining office equipment including desktop PCs, Macs, HP printers, internet routers, and security software

iOS Projects

01/12-Present

Contributed to a medical app called AutisMate, a communication device for autistic kids
Released a game using Cocos2d engine and Chipmunk physics library on May 2012
Released a photo sharing app which features location and back-end services on April 2013
Proficient with XCode IDE, iOS SDK Frameworks, Apple approval and distribution process
Proficient in Adobe Illustrator and Photoshop to design my own UX and animation
Fully document my code and progress using Git version control system
Involved in full product life cycle from design and development to deployment

EDUCATION

2004

CUNY @ QUEENS COLLEGE

B.S., Computer Science

SKILLS

iOS, XCode, SDK Frameworks, Objective-C, Design Patterns, Java, Android, Windows, OS X, Git, REST / JSON APIs, HTML, CSS, Agile Programming, Adobe Illustrator, Photoshop