

Misael Aponte

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Professional Summary

Mobile Architect with 10+ years of experience delivering scalable, business-critical software. Expertise in designing maintainable, efficient systems while leading cross-functional agile teams. Proven ability to simplify complex challenges into robust code frameworks, ensuring high performance and on-time delivery.

Skills

- **Programming Languages:** C#, JavaScript, PHP, SQL
- **Frameworks & Tools:** Unity Game Engine, Firebase, ROS (Robot Operating System), Ionic, .NET, Unreal Engine, RESTful APIs
- **Development Practices:** Agile Methodologies, DevOps, Algorithm Optimization, Coding Best Practices, Troubleshooting & Debugging, Software Testing
- **Databases:** SQL (PostgreSQL), NoSQL (Firestore)
- **Other:** UI/UX Design, Project Management, Team Leadership, Client Communication

Professional Experience

AIBLOCKCHAIN

Mar 2022 - Present

Senior Software Architect & Interface Designer

- Architected and developed a comprehensive Laboratory Information Management System (LIMS) using Unity UI Toolkit and Firebase, integrating responsive Indian-inspired UI designs and ensuring scalability and maintainability to boost user engagement and productivity by 25% (estimated based on user feedback).
- Designed a sophisticated multi-level navigation system with nested components for intuitive application traversal, incorporating cross-module design reviews to mitigate potential API and interfacing issues.
- Implemented secure user profile management with custom authentication and preference workflows, applying best practices to support scalable and efficient software solutions.
- Created a modular panel-based architecture for seamless transitions between lab functions, emphasizing reusability and robustness in design.
- Managed data synchronization between Firestore (NoSQL) and PostgreSQL (SQL) databases, optimizing query performance and ensuring data integrity aligned with architectural standards.
- Led the full development lifecycle as technical lead and UX designer, coordinating cross-functional efforts and mentoring team members to meet project milestones on time.

Setton Farms

Nov 2020 - Mar 2022

Software Engineer

- Developed and maintained applications in robotics, VR, and AI domains, integrating frameworks such as ROS, Ionic, .NET, Unity, and Unreal while addressing scalability and troubleshooting cross-module issues.
- Implemented advanced software testing methodologies, reducing bug rates by 30% and ensuring high-quality, maintainable deliverables according to established agile practices.
- Led key projects including VR tutorials for training, ML-powered camera capture bots, and AI-based invoice processing systems, streamlining operations and cutting processing time by 40% while conceptualizing clear API contracts where applicable.
- Fostered interdepartmental collaboration and guided teams in agile methodologies, ensuring design flexibility and efficient debugging of complex issues.

Boogie Down Games

May 2015 - Present

Lead Programmer/Owner

- Directed agile teams in developing high-quality games using Unity and C#, optimizing algorithms and data structures for peak performance while focusing on scalability and maintainability of code.
- Managed non-technical staff, integrated assets, and enforced timeline policies to improve project efficiency and on-time delivery, reflecting strong technical leadership in a fast-paced environment.
- Built robust testing environments for unit, integration, and functional testing, ensuring comprehensive quality assurance across multiple releases and facilitating clear instrumentation strategies.
- Delivered several successful games by focusing on mechanics, UI elements, and optimization techniques, incorporating best practices and mentoring team members in effective agile development.

Mount Sinai Hospital

May 2014 - 2019

Contract Programmer (2017 - 2019)

- Delegated tasks, conducted code reviews, and managed maintenance, upgrades, and bug fixes for critical healthcare applications while emphasizing scalable and reliable software design.
- Communicated with clients to gather requirements, ensuring satisfaction and deploying solutions that generated \$30 million in revenue, illustrating the ability to define clear project scopes.
- Optimized application performance through algorithm enhancements, reducing load times and improving scalability, aligning with enterprise-level software lifecycle management practices.

- Applied agile methodologies to manage schedules, delivering projects on time and within budget, and setting the stage for effective instrumentation and debugging protocols.

Mount Sinai Hospital

May 2014 - 2019

Lead Programmer (2014 - 2017)

- Delegated tasks, conducted code reviews, and managed maintenance, upgrades, and bug fixes for critical healthcare applications, incorporating considerations for extensibility and secure performance.
- Communicated with clients to gather requirements and deployed solutions that generated \$30 million in revenue, demonstrating clear technical leadership and collaboration across teams.
- Optimized application performance through targeted algorithm enhancements, reducing load times and improving scalability in line with best practices for modern software architectures.
- Applied agile methodologies to manage project schedules, ensuring on-time delivery and alignment with cross-functional quality assurance standards.

California State University, Fresno

Sep 2012 - May 2013

Programmer

- Collaborated in team-developed applications for charity organizations and independently created an online micro-blogging site for the university community, applying coding best practices and agile methodologies.
- Ensured code quality and functionality through disciplined application of troubleshooting and debugging techniques, setting a standard for clear, maintainable code.

Barracuda Networks

May 2012 - Nov 2012

Software Engineering Intern

- Developed and maintained web projects using PHP, JavaScript, and RESTful architectures, adhering to agile development practices and effective version control strategies.
- Utilized version control systems and agile methodologies to streamline development cycles and assure code reliability, positioning work for smooth integration and scalability.

United States Navy

Jul 2004 - Nov 2009

Aviation Administration

Managed administrative duties and maintenance planning for F-18 jet fighter operations, honing organizational, leadership, and technical project management skills transferable to software development initiatives.

- Coordinated cross-functional efforts and logistical planning, demonstrating the ability to lead teams and maintain operations under challenging conditions.

Education

Northcentral University, San Diego

Oct 2020

Master of Science, Computer Science

California State University, Fresno

May 2013

Bachelor of Science, Computer Science