SOFTWARE ENGINEER · IOS DEVELOPER

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Work Experience __

Medtronic Northridge, California

SENIOR SOFTWARE ENGINEER

Dec. 2020 - Present

- · Lead iOS development for adding support to new Continuous Glucose Monitor device to existing insulin pumps.
- Assume full ownership of features in all phases of design, implementation, unit and integration testing, documentation, deployment, and production troubleshooting.
- Contributed to system requirement software, user interface design document and software configuration management plans for Class II mobile
 apps.

Medtronic Northridge, California

IOS SOFTWARE ENGINEER

Oct. 2018 - Dec. 2020

- Developed native iOS applications communicating with BLE insulin pump and cloud platform services.
- Designed and implemented secure transfer of secured keys from server.
- · Developed help guide functionality which features offline capability, multiple language support and auto-updates.
- Worked with pump software team to resolve Bluetooth communication issues present in iPhones.
- Defined and performed feature design documentation and requirement definitions in compliance with FDA for Class II and Class III mobile apps.
- Implemented business requirements, working with cross-functional stakeholders to define use case and feature scope for mobile app.

ISBXLos Angeles, California

FULL STACK DEVELOPER/MOBILE DEVELOPER

os Arigeies, Calilornia May. 2017 - Oct. 2018

- Technical lead of 3-5 mobile engineers for iOS projects.
- Designed mobile architecture and developed features for native Android and iOS applications.
- · Maintained industry coding standards and best practices through code reviews and providing mentorship to other developers.
- Worked with clients in a tight feedback loop to validate product requirements.
- Collaborated closely UI/UX designers and project managers to deliver projects on-time and with the highest standard.

SBX Los Angeles, California

SOFTWARE DEVELOPER INTERN

Feb. 2017 - May. 2018

- Developed in Angular a document and file storage management web application. Use of third party seIntegrate Stripe's payment APIs to process payment transactions.
- Responsible for increasing code coverage for existing web applications.
- Collaboratively work with offshore teams to maintain project timelines and expectations.

Skills_

Programming Proficient: Swift, Objective-C — Familiar: TypeScript, Javascript, Java, PHP, HTML, CSS, JQuery

Frameworks and Libraries UIKit, SwiftUI, CoreBluetooth, WebKit

Deployment TestFlight, Provisioning Profiles, Code-signing, Fastlane, GitLab

Others Localization, Human Interface Guidelines, Git, Jira, Agile Development

Projects

Wag! ISBX

APP STORE - HTTPS://APPS.APPLE.COM/US/APP/WAG-DOG-WALKERS-SITTERS/ID940734609

- Updated various UI elements to support new iPhones.
- Refactored legacy UI code to conform to Apple new design guidelines.

E-Tuner 4

PLAY STORE - HTTPS://PLAY.GOOGLE.COM/STORE/APPS/DETAILS?ID=COM.EDELBROCK.ETUNER.ANDROID

- Receive and sent data to a proprietary ECU via Bluetooth.
- Migrated UI components from QT to native Android in Java.
- Hands on experience with Android Data Binding and RxJava.

MiniMed Mobile US Medtronic

APP STORE - HTTPS://GITHUB.COM/CJVALERA/BRONCO-EXPRESS

- Receives data from insulin pump and connected GST device using CoreBluetooth.
- Implemented secure communication with a cloud service to retrieve cryptographic keys.
- Used NSURLSession to download files from server and use iOS data storage guidelines to store documents for offline use.
- Developed a framework with integration of third party libraries using Carthage.

Bronco Express: Bus Routes

Personal

GITHUB - HTTPS://APPS.APPLE.COM/US/APP/MINIMED-MOBILE-US/ID1533456796

- Interfaces with a deprecated CPP Bronco Bus Express JSON-based API to access bus schedules and estimated arrivals.
- Utilized Codable protocol to decode JSON objects to Swift structures.
- Used third party library through Cocoapods.

Education

California State Polytechnic University, Pomona

Pomona, California

B.S. IN COMPUTER SCIENCE

Sept. 2012 - Dec. 2016