

Christian Valera

github.com/cjvalera
linkedin.com/in/cjvalera

cjvalera@hotmail.com
christianvalera.com/
408-917-0370

EDUCATION

- California State Polytechnic University, Pomona** Pomona, CA
Bachelors of Science in Computer Science Sept 2012 – Dec 2016

EXPERIENCE

- Medtronic** Northridge, CA
iOS Software Engineer Oct 2018 - Present
 - Design and implement features for an iOS application for medical devices.
 - Collaborate with hardware and test team to analyze new requirement and evaluate feasibility.
 - Maintain requirements and design documents.
- ISBX** Los Angeles, CA
Full Stack Developer May 2017 - Oct 2018
 - Assist in the design analysis, development, testing and maintaining of iOS applications.
 - Maintained development practices through code review and provide mentorship to other developers.
 - Collaborate closely with designers, clients, project managers and developers to build a production ready web and mobile applications in an Agile environment.
- ISBX** Los Angeles, CA
Software Developer Intern Feb 2017 - May 2017
 - Developed single page application using Angular. Built RESTful APIs using LoopBack framework.
 - Worked with Android Data Binding, Retrofit and RxJava libraries in implementing new features to an existing project.
 - Participate in daily scrums with in-office and overseas coworkers. Maintained project timelines and developed assigned tasks of current sprint.
- California Association Of Realtors** Los Angeles, CA
IT Intern Sept 2016 - Dec 2016
 - Responds to troubleshooting/tickets and assisted in installation of new hardware.
 - Assisted IT Manager through documented reports of web applications design issues and development errors. Contributed to the evaluation of products UI and UX through test cases and interoperability.

PROJECTS

- Bronco Express: Bus Routes:** An iOS application for Cal Poly Pomona students to view shuttle's arrival schedules and current location in real-time.
- Asteriods Clone:** An arcade shooter game made with Unity engine using C# for Windows.
- Minecraft World:** Developed a Minecraft like environment using OpenGL with Lightweight Java Game Library(LWJGL). Rendering a random textured cube world using Simplex Noise.
- Edelbrock:** An android app that communicates to a proprietary ECU device via bluetooth. Implemented the UI to show data and controls from/to the ECU.
- The Queen Mary (queenmary.com):** An iconic ship attraction website redesign using PHP. Key member in building the CMS using Processwire.
- Wag!:** Worked with a team in updating user interface to support newer iPhone.

PROGRAMMING SKILLS

- Programming Languages & Others:** Swift, Objective-C, JavaScript, Java, TypeScript, PHP, SQL
- Tools, Libraries & Frameworks:** Angular, ReactJS, Gatsby, Bootstrap, NodeJS, JQuery, Postgres, Processwire