Christian Valera

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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 2017 - 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 2017*

- 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