# Donald E. Rodriguez Gutierrez

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## Education

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| 2011 | HTML5 Fast Track Training Course – Marakana, San Francisco, California. |
| 2007-to-2008 | TEC (Instituto Tecnológico de Costa Rica) English language courses |
| 2002-to-2005 | Universidad de Costa Rica |
| | **Bachelors in Enterprise Informatics** |

**Languages:** Spanish: Native, English: Advanced.
**Travel documents:** Costa Rican Password, US VISA.

## Professional Experience

**January 2017 - to Date @ Gorilla Logic**
Senior Mobile Developer
- Design and development of mobile applications for tvOS, iPhone, iPad and iWatch.
- Experience working with Swift 3 and Objective-C, Focus Engine, GraphQL, Apollo SDK, Fairplay, Snapkit, Unit testing, Confluence, Github, Treesource, JIRA and Carthage.
- Make estimations for new projects and maintenance tasks.

**2015 - to 2016 @ Variate Labs - Freelance**
Senior Mobile Developer
- Development of the TalkMonster mobile app.
- Lead mobile developer that work closely with the backend and design teams to define the scope and requirements of the application.
- Strong communication with the team to design and create the architecture of the application.
- Experience working with WebRTC, Objective-C, Swift, Push Notification, Voip Notifications (Pushkit), Sockets, Slack, Postman and Zeplin.
- Manage the release of apps for testing using TestFlight (development, stage and production).

**December 2014 - to December 2016 @ Fiserv**
Senior Mobile Developer
- Coordinate and manage the mobile development team, coordinate trainings and help other developers with their career and to solve problems.
- Maintenance and development of mobile applications for iPhone, iPad and Android. Experience working with Objective-C, Java, Xcode, Android Studio, Provisioning Profiles, Jenkins and TFS.
- Make estimations for new projects and maintenance tasks.
- Use and maintenance of Jenkins (continuous integration server) to create and distribute builds for testing.
- Make the release of apps to the Apple Store and Google Play.

**July 2012 – to December 2014 @ POP Agency**
Mobile Developer
- Design, maintenance and development of mobile applications for iPhone and iPad. Experience working with Objective-C, Xcode, Interface Builder, Universal apps, Retina display, iBeacons and Instruments.
- Make estimations for new projects and maintenance tasks.
- Extensive use of Crucible to make code reviews.
- Administrate the ITunes Connect for the release of new apps and versions to the Apple Store.
- Use and maintenance of Jenkins (continuous integration server), TestFlight and Crashlytics to create and distribute builds for testing.

**Jun 2006 – to July 2012 @ avVenta Worldwide**
Senior Software Engineer
- Development of mobile applications for iPhone and iPad. Experience working with Objective-C, Xcode, Interface Builder, Universal apps, Retina display, Instruments, Cocos2D and Box2D.
- Design, development and maintenance of web sites using Flash, Flex and ActionScript. Experience working with ActionScript 2.0 and 3.0, Flash IDE, Flex Builder, FDT, SWFObject, TweenMax, AWAY3D, Papervision3D, Adobe Flex, physics engines like Box2D, deep linking tools like SWFAddress, and swc components creation.
- Make interviews for new candidates, performance reviews and client's requirements.
- Develop and teach training courses like: Introduction to iPhone Development, Learning Action Script 3.0, Advanced Design Patterns with ActionScript 3.0 and Learning Box2D physics engine.
- Develop and maintain applications targeted to the .Net framework 1.1 and 2.0, SQL Server 2000 and 2005. Experience with Transact SQL, SQL Server, Crystal Reports, ASP.NET and Windows based applications.

**2006 @ Opticas Vision**
Software Engineer
- Develop and maintain applications targeted to the .Net framework 1.1 and 2.0; SQL Server 2000 and 2005. Experience in Crystal Reports, ASP.NET and Windows based applications.
- Research for new technologies in areas such database maintenance and performance, business rules and development best practices.

**2005 @ Almacenes Girasol as Freelance**
Intermediate Software Engineer
- Design and develop of a POS (Point Of Sale) System. The application was based on Microsoft Visual Studio 2005, C#, Crystal Reports and Microsoft SQL Server 2005.

## Knowledge and Skills
- **Programming:** OOP (Object Oriented Programming), Design Patterns, XML, JSON, WebRTC and VIPER architecture.
- **Mobile:** iOS Development (iPhone, iPad, iWatch and Android), Swift, React Native, Objective-C, Jenkins, TestFlight, Crashlytics, GPUImage, Interface Builder, Cocos2D, Box2D, SpriteKit, Unity 3D and Javascript.
- **Tools**: Confluence, Github, Treesource, JIRA, Carthage and CocoaPods.
- **Web:** ActionScript (2.0 and 3.0), SWC Libraries, SWFObject, SWFAddress, Papervision3D, AWAY3D, Physics engines (Box2D), TweenMax, AMFPHP, Flash Development Tool (FDT), Flex Builder, Flash IDE (8 to CS5), Eclipse, HTML, HTML5, JavaScript, Web Services, CSS, Sockets.
- **Desktop:** C# .NET, ADO.NET, TSQL (Transact SQL), Visual Studio .NET 2003/2005, Microsoft SQL Server 2000 / 2005, Crystal Reports, Photoshop, Dreamweaver TFS.

## References

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