FRANCISCO PINO

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PROFESSIONAL SUMMARY

Results-driven senior software engineer with over 4 years of experience specializing in mobile application development using Flutter, Java, and Swift. Proficient in Unity, Firebase, and AWS, with a track record of successfully launching apps like Daly App and Raaise App. Led backend development projects, optimizing performance and enhancing user experiences for high-traffic applications.

EDUCATION

Full Sail University   **September 2018 - May 2021**
Bachelor's, Computer Science   *GPA: 3.8*

PROFESSIONAL EXPERIENCE

Forty Seven Apps   **Houston, TX, USA**
Software Engineer   *August 2022 - Present*
- Improved app performance and stability by engineering robust backend systems and APIs for mobile applications using Flutter, Java, and Swift.
- Successfully published three apps (Daly App, Raaise app, BizzPay) by developing and maintaining iOS applications using Swift, Dart and Javascript.
- Enhanced user experience by implementing Azure and Google Cloud solutions for data management and scalability.
- Reduced debugging time by 30% by optimizing code for maximum performance and stability in mobile application development.

little orbit   **Remote**
Senior Software Engineer   *September 2021 - March 2022*
- Enhanced server performance by 30% by redesigning and implementing server-side architecture for gaming applications using Unity and C#.
- Reduced latency by 25% by developing and optimizing backend systems for real-time multiplayer game environments.
- Increased data throughput by 40% by implementing efficient data management techniques during server optimization projects.
- Improved system stability by conducting regular code reviews and implementing best practices in debugging and maintenance.
- Enhanced user experience by implementing secure and efficient APIs in backend infrastructure for gaming applications.

the nemots   **Remote**
Software Engineer   *June 2020 - July 2021*
- Enhanced game performance by 30% in a game development project by optimizing code and integrating efficient algorithms.
- Reduced loading times by 25% in a game application by implementing asynchronous data loading and optimizing asset management.
- Improved user engagement in mobile game development by developing and integrating new game features using Swift.
- Ensured code stability and performance throughout the game development lifecycle by conducting rigorous testing and debugging processes.
- Streamlined game data management for the game backend infrastructure by designing and implementing efficient data management systems.

Clinic Of Hope   **Remote**
Game Developer   *December 2019 - February 2020*
- Increased user engagement by 30% by developing and implementing new features using Unity and C# during the redesign of core gameplay mechanics.
- Improved app performance by 25% by optimizing game assets and code, utilizing Unity Profiler and other debugging tools.
- Enhanced multiplayer functionality by integrating Photon Unity Networking (PUN) for real-time multiplayer capabilities in a collaborative project.
- Reduced crash rates by 20% by conducting extensive QA tests and fixing critical bugs through rigorous testing and debugging.
- Facilitated seamless project management by leading daily stand-up meetings and utilizing Jira for task tracking in team collaboration and agile methodologies.

SKILLS

Skills: Unity, Firebase, Adobe After Effects, Android Development, AWS, Computer Networking, Confluence, Data Science, Flutter, iOS/Swift, JavaScript, C/C++, Git, HTML/CSS, MongoDB, .NET, React Native, REST APIs, Python
Languages: Spanish