

Gabe Morales

Software engineer with a passion for iOS and Web Development.

Open source contributor.

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Technical Skills

iOS

- UIKit
- Core Libraries
- Xcode 6
- Delegation / Blocks
- Interface Builder
- GCD/MultiThreading
- Core Data

Languages

- Objective-C
- Swift

Third Party Technologies

- Git & GitHub
- TestFlight
- Crashlytics
- Fabric
- Parse
- Firebase
- Google API's

Software Engineering

- MVC
- Design Patterns
- Troubleshooting
- Agile Development
- Scrum

Employment History

Remote iOS Developer (2011 - Present) @ [Bnei Baruch USA](#) — McAllen, TX

Working as lead iOS engineer on [KabbalahApp](#), [Torah Portion](#), [JTimes](#), [Jewish Holidays](#) and [Kabbalah Quiz](#).

Independent iOS Developer(2011–Present) @ [Independent](#) — McAllen, TX

Worked as a iOS engineer with focus on writing iOS clients. Some of the projects include: Y55Happy and Hippo.

Co-Founder (2005–2011) @ [VisualNoise](#) — Monterrey, Mexico

Started graphic and web design studio. Some work featured on DesignWeek Monterrey. Led and managed a team of Graphic Designers and Web Developers on integrated campaigns, promotional ads, branding and web design projects.

Experience

Products

Designed and developed [KabbalahApp](#), [Torah Portion](#), [JTimes](#), [Jewish Holidays](#), [Kabbalah Quiz](#).

Worked with web developer and designer to create [Y55Happy](#), an iOS client for Y55 startup and creating a happiness training app. Working on [Hippo](#), an iOS client that rewards you for your day to day activities and defines a new way of how you reach your goals and suggest options when you don't.

Programming

Started working with iOS in 2011 and have released 5+ apps since. Released several Objective-C open source libraries and contributed to others. Expertise in UIKit, Video Player, Core Graphics and networking. One year experience with Swift Programming Language.

Education

Mobile Makers Academy - Mar. 2015 - Present

iOS Development Bootcamp

- 8 week full-time immersive bootcamp
- Completed more than 500 hours of study
- Developed of 60 small apps.

Universidad Regiomontana - Jan 2000 - June 2004

Bachelors of Science

Major: Computer Science