Idelfonso Gutierrez

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Skills - Programming Languages

Proficient	*Familiar*	*Learning*	*Technologies/Others*
Swift	CoreData	Continuous I.	Git/Github
Obj-C	Cocoa Touch	Product Design	JIRA
SQL	RESTful API	Swift Server	Build & Release Procedures

Education

B.S. Information Technology at Florida International University   *- August 2012 - May 2016*
    Minor: Social Media and E-marketing Analytics
iOS Developer Udacity Nanodegree   - Sep 2016 *- Present*

Project Experience

Passport App - Social Network application using Firebase as backend to store/retrieve profiles
Tumblr Client - Coded an iOS app with Swift and Tumblr's Restful APIs
MemeMe App - Developed this iOS app that creates memes out of the camera's device
Inventory Management - Created an iOS app to manage a database of items. Pros the effectiveness of adding a new item to the device database and reducing the time up to 97.5%
Virtual Tourist - The Virtual Tourist app downloads and stores images from Flickr using CoreData. The app allows users to drop pins on a map, as if they were stops on a tour.

Work Experience

iOS Developer Intern at YellowPepper   *November 2016 - May 2017*
- Work with multiple iOS mobile banking projects developed with Objective-C and third-party frameworks.
- Daily standups with different teams around world using agile framework.
- Communication with clients to discuss business goals.
- Developed, released, and debugged native iOS mobile banking apps created with Objective-C for LATAM.

IT Intern at Martin Digital Group, LLC.   *January 2014 - April 2015*
- Worked with multiple clients as a consultant and technical support.
- Transformed a website from a blog to an e-commerce site
- Checked logs and malfunctioning errors to avoid conflict with purchase process on the website.
- Maintained the network, installation and use of new software, and new process.

Instructor at CoderDojo   *Dec 2014 - May 2016*
- Create stimulating lessons/games to an average of 20 students per session.
- Teach on an ongoing process and/or create new projects for beginners in a class of 20.
- Use sites like scratch.mit.edu and arduino.cc to motive creativity through technology.
- Encourage public speaking at the end of each session so young ones can acquire the skills on how to structure their ideas.

*Scrum two-day session training provided by 3CInteractive