

Idelfonso Gutierrez

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Skills - Programming Languages

<u>Proficient</u>	<u>Familiar</u>	<u>Learning</u>	<u>Technologies/Others</u>
Swift	Java	CI	Git
Obj-C	SQL	Product Design	Scrum*
REST APIs	Web Technologies		Firebase

Education

B.S. Information Technology at Florida International University

- August 2012 - May 2016

Minor: Social Media and E-marketing Analytics

iOS Developer Udacity Nanodegree

- In Progress

Project Experience

mmMap - Developer & Co-funder. Helping event goers plan for more than one activity per day

TumblrClient - Coded an iOS app with Swift and Tumblr's Restful APIs

MemeMeApp - 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%

Weeab-Sume.com - Built a web application where fans of anime can input their skills and experience, as a result they'll get a beautiful resume handcrafted by us and picked by them.

Work Experience

iOS Developer at YellowPepper

November 2016 - May 2017

- Work with multiple iOS 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.
- Experience developing, releasing, and debugging of native iOS applications.

IT Intern at Martin Digital Group, LLC.

January 2014 - April 2015

- Work with multiple clients as a consultant and technical support.
- Transform a website from a blog to an e-commerce site
- Check logs and malfunctioning errors to avoid conflict with purchase process on the website.
- Maintain the network, installation and use of new software, and new process.

Instructor at CoderDojo

Dec 2014 - Present

- 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