

Idelfonso Gutierrez

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Skills - Programming Languages

<u>Proficient</u>	<u>Familiar</u>	<u>Learning</u>	<u>Technologies/Others</u>
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

<i>iOS Developer at YellowPepper</i>	<i>November 2016 - May 2017</i>
<ul style="list-style-type: none">• 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.• Experience developing, releasing, and debugging of native iOS applications.	
<i>IT Intern at Martin Digital Group, LLC.</i>	<i>January 2014 - April 2015</i>
<ul style="list-style-type: none">• 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.	
<i>Instructor at CoderDojo</i>	<i>Dec 2014 - May 2016</i>
<ul style="list-style-type: none">• 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.	