

Idelfonso Gutierrez

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Technical Skills

Language: Swift, Objective-C, SQL, JSON, XML, HTML5, CSS

Frameworks/Libraries: Realm.io, CoreData, MapKit, Docker, ReactiveCocoa, AFNetworking, Google API, GCD

Other: MVVM, TDD, MVC, REST, Cocoapods, Git/GitHub, Scrum/Agile*, JIRA, APNS, XCUit Test

*Scrum two-day session training provided by 3CInteractive

Project Experience

On The Map - ([Link](#)):

- A social network app that displays Udacity's student's location and a portfolio link.
- Used Parse database to submit GET and POST request about a student Location
- Used MapKit and UIKit to show a common map of pins with a callout view for more info.

Movie App - ([Link](#))

- A single view app that queries a movie search based on the user's input.
- Used TheMovieDB API to retrieve JSON data based on the user's input request.

Virtual Tourist - ([Link](#))

- An app where the user can place a pin on a map and see more details in pictures about that location.
- It downloads and stores images in the device using the Flickr API and CoreData as persistence method.
- As a result the users have a collection of their favorite place they would like to visit.

Work Experience

Technical Analyst at Solstice Consulting

Chicago, U.S. | Current

- Developing and maintaining client-side code through testing methodologies in agile environment
- Learning and working with user testing results to implement a great UI and business logic
- Participate in company forums and lectures, which explore new technologies.

iOS Developer Intern at YellowPepper

Miami, U.S. | Nov. 2016 - May 2017

- Worked with multiple iOS mobile banking projects developed with Objective-C and third-party frameworks.
- Contributed to daily standups with different teams around the world using the agile framework.
- Addressed client's concern regarding the app's privacy policy which helped move faster into the App Store release process.
- Developed, released, and debugged the client's native apps.

Instructor at CoderDojo

Pembroke Pines, U.S. | Dec. 2014 - May 2016

- Created stimulating lessons and games for an average of 20 students per session. The library was extremely happy with the program that they provided 2 3D printers for the students to build with.
- Adapted sites like scratch.mit.edu and arduino.cc to motivate student's creativity through technology.
- Coached public speaking at the end of each session for them to acquire the public speaking skills.

Education

iOS Developer Nanodegree at Udacity

Sep. 2016 - present

Cohort II StartupFIU

Jan. 2017 - Apr. 2017

B.S. Information Soft. Technology at Florida International University

Aug. 2012 - May 2016

Minor: Social Media and E-marketing Analytics