

# Idelfonso Gutierrez

[www.idelfonso.com](http://www.idelfonso.com) | +1 954 513 9568 | [idelfonsog2@gmail.com](mailto:idelfonsog2@gmail.com) | [www.github.com/idelfonsog2](http://www.github.com/idelfonsog2)

## Skills - Programming Languages

<u>Proficient</u>	<u>Familiar</u>	<u>Learning</u>	<u>Technologies:</u>
Swift	Bootstrap	RESTful API	Git
Obj-C	Java		Scrum*
Python	SQL		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

**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 hand crafted by us and picked by them.

## Work Experience

*iOS Developer Intern at YellowPepper* November 2016 - Current

- Work with multiple iOS projects developed with Objective-C and custom.
- Participate in scrum sessions with different teams around the world.
- Talk directly with clients to solve rising issues depending on the feature wanted.
- Developed and maintain features on current projects.

*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](http://scratch.mit.edu) and [arduino.cc](http://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