Christian Lorenzo

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Profile

- *iOS Developer with a strong background in planning, coding and delivering Apple native applications. String passion for developing engaging user experiences and maintainable code. A forever-student developer.*

Projects on the AppStore:

- *I'm in Danger:* https://apps.apple.com/us/app/im-in-danger/id1529713871
- *picCalling:* https://testflight.apple.com/join/IthbXhSG

Portfolio – GitHub – Contact Information:

- Portfolio**:** https://lorenzobchristian.myportfolio.com/home
- GitHub**:** https://github.com/clbmiami2004

Skills:

- *API Consumption, REST, JSON, Core Animation, Core Data, Core Graphics*
- *MapKit, AVKit, WebKit, Swift Manager, Cocoapods, Unit testing, UI testing (XCTest)*

Professional Experience

DENSO International North America
iOS SDK Engineer, February 2021 – Present

- Helped Development team to build DK Framework
- Testing Dk SDK on different automobiles
- Refactored old code and built new DK SDK for new releases.

Lambda School
iOS Section Leader, Jan 2020 – November 2020

- Responsible for creating and reviewing new projects for students.
- Execute plans for reviewing, refactoring, and deploying new projects for the iOS cohorts.
- Daily meetings with Instructors and Section Leaders to discuss changes, and new approaches on the material given in class.

Techno-Electronics of America, Inc.
iOS Developer, Jan 2019 – Dec 2019

- Work closely with the UI/UX and the Web Development for designing, updating, testing, features-adding, and deploying changes to the company's application.
- Attend regular meetings to detect weakness in contributed program content.
Execute plans to solve and prevent current and future bugs on the application.

Education

Lambda School – iOS Development & Computer Science.
Mar 2019 – Dec 2019

Western Governors University
BS. Computer Science Jan 2018 – Attending.