

Juan Pablo Fernandez

Info

Email

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Address

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Website

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Twitter

bit.ly/juanpablo_twitter

Github

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LinkedIn

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Skills

iOS Development, UI/UX Design,
Web Development, Test-Driven
Development, Leadership,
Mentorship, Public Speaking

Languages

Swift, Objective-C, Python,
Ruby, Java, JavaScript,
HTML, CSS

Frameworks

Firebase, RxSwift, UIKit,
Core Location, Core Data,
Ruby on Rails, Flask

Tools

Xcode, Atom, Git, Unity 3D,
Heroku, Sketch, Git Hub

Additional

English - Native proficiency
Spanish - Native proficiency

Hobbies

Triathlon
Reading
Hiking

iOS Developer and UI/UX Designer. I have developed and designed multiple iOS apps and shipped a total of 3 to the app store. I'm familiar with multiple iOS frameworks and even went so far as to create 2 of my own. I'm driven by creating products that help others and will always strive to develop solutions for the most challenging problems.

Recent Projects

CountryList September 2017

bit.ly/iosCountryList

Developed an open source iOS Framework that allows developers to present the user with a list of Countries and their respective information, like country code, phone extension and flag.

Swift, iOS Framework

illusion.ai July 2017

https://illusion.ai

Co-Founded, developed, designed and shipped a web service that allows companies to turn their websites into customizable conversational interfaces. Increasing user engagement.

Web, JavaScript, html, CSS, AWS

SwiftlyOnboard March 2017

bit.ly/swiftyonboard

Developed an open source iOS Framework that makes it easy to add onboarding to any iOS application. SwiftlyOnboard allows developers to add customizable onboardings to their apps.

Swift, iOS Framework, 450+ stars on github

Confess February 2017

bit.ly/getconfess

Co-Founded, developed, designed and shipped an iOS app that allows you to anonymously send confessions to your Facebook friends. Friends can then react to your confession with emojis.

Swift, Facebook SDK, Firebase, Messaging, Authentication, Notifications

WhatsMyFare October 2016

bit.ly/whatsmyfare

Developed, designed and shipped an iOS app that compares the price for various ride-sharing services, making it easier to choose the cheapest option.

Swift, Google Maps SDK, Google Places API, Featured 3 times on the App Store category pages

SOS - ToonTown August 2016

bit.ly/sostoontown

Developed, designed and shipped an iOS app that allows you to access information about Toontown to make progressing through the game a breeze.

Swift, Objective-C, 3,000 + downloads, featured 8 times on the App Store category pages

Awards & Recognitions

2nd Place - Eny Button Hackathon January 2017

bit.ly/enymarketplace

Collaborated with 2 engineers to create the "Eny Market Place" an iOS app that is used as an app store to download software into Eny buttons in order to pair them with other smart devices.

Swift, iOS, javascript, node.js, IoT

Experience

Hackathon Judge/Mentor

Judged, mentored and taught beginner/intermediate iOS workshops at more than 7 different hackathons on behalf of Make School.

Hacktech, Eny, EV Hacks, Cal Hacks, Lady Problems, Code Day, AT&T IoT

Education

Make School, San Francisco

Software Development Product Development Entrepreneurship