

# Juan Pablo Fernandez

## Info

### Email

juanpablofer17@gmail.com

### Address

851 California St.  
San Francisco, CA 94108

### Website

juanpablofernandez.me

### Twitter

bit.ly/juanpablo\_twitter

### Github

bit.ly/juanpablo-github

### LinkedIn

bit.ly/juanpablo-linkedin

## 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,  
Rails, Flask, Realm, AVFoundation

### 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 4 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

### Repost Plus May 2018

bit.ly/RepostPlusApp

Developed, designed and shipped an iOS app that allows you to save any Instagram Photo or Video to your library in seconds, even if it's a Carousel.

Swift, Realm, Instagram, AVFoundation, In App Purchases

### 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, 650+ 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, 10,000+ users

### 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, 10,000+ users, 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

### Tec de Monterrey, Queretaro, Mexico

Computer Science