

Kadeem Palacios

iOS Developer

CONTACT

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LinkedIn: kadeempalacios

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Skills

Languages: Swift, Python, Javascript, Ruby
Frameworks: Bootstrap, ExpressJS, Ruby on Rails
Databases/ORM's: Monqo, Postgres, Active Record

Design: Sketch, Photoshop, Illustrator
DevOps: Heroku, AWS, Git/Github
Additional: Spanish - Bilingual Proficiency

Selected Projects

Fridgemate - bit.ly/fridgemate

- Helps users optimize their food inventory by suggesting recipes based on their inventory
- Programmed with Swift & Javascript
- Built using Alamofire libraries, mashape API's, and Core Data

Gelato Marketplace - bit.ly/gelatomarket

- A website where an admin can add products and sell them to users
- Programmed with Ruby, HTML, & CSS
- Built on the Ruby on Rails framework with Stripe API's for transactions

Awards

Second Place - bit.ly/shellmate (Oct 2016)

Revel Systems Hackathon

- Collaborated with a team of 4 to design and code an iOS app, Shellmate
- Users can join a rewards program, and pump discounted gas via QR code located on pumps

Second Place - bit.ly/uberHack (Mar 2017)

Uber Hacks Hackathon

- Collaborated with a team of 3 to design and code an iOS/web app, UberGames
- Users who share Uber Pools can invite each other to games for the duration of their ride

Experience

Ambassador (Sept 2016 - Present)

Make School- San Francisco, CA

- Led workshops on IOS Development at hackathons and high schools.
- Spoke at high schools and CS clubs about Make School
- Identified prospective students and helped them apply to Make School

Mentor - Oakland, CA (Jun - Jul 2015)

SEEK (Summer Engineering Experience for Kids)

- Led a class of 20 elementary school children with 2 other mentors.
- Taught nautical, electrical, and aeronautical engineering concepts
- Organized weekly competitions where engineering concepts could be applied

Education

Summer Academy (Jun - Aug 2016)

Make School - San Francisco, CA

Two-month summer program focused on Swift fundamentals, and product development

Product College (Expected: May 2018)

Make School - San Francisco, CA

Two-year program to study software engineering by building products that solve real problems

Hobbies

