

John Gomez

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Skills

- Android • Java • Git • Github • SQL • Javascript • HTML • CSS • UML • Object Oriented Design

Professional Experience

Android Developer Intern / Yieldmo, Inc.

May 2016 - Present

- Worked with the SDK team, used TDD & BDD for Android. Tested in both native and Javascript.
- Assisted in creating QA apps for POC demos. Published internal native beta application for sales.
- Worked in agile environment using Gitlab and Jira as project management tools.

Android Developer / Access Code 2.1 Fellowship

February 2015 - Dec 2015

- Graduate of highly competitive career-training program, accepting 5% out of 580 applicants.
- Intensive 9 month course in Android development including Java, Git, Data Structures, Algorithms, JSON, API's, SQL, tech principles, and culture.

[Momentune](#) | [Github](#) (Published in the Google Play Store)

- Android drawing application that generates sound based on color chosen by the user.
- Designed and implemented drawing and digital signal processing functionality in Java.
- Utilized threading to minimize latency and ensure a seamless user experience.

[First Hand](#) | [Github](#)

- Voice controlled Android application that regulates a mechanically-pressured glove's temperature using thermoelectric plates connected to an Intel-Edison Microboard.
- Assisted in the construction of the counterpressure system and writing documentation.
- Winner 1st place: NASA Space Apps Hackathon "Best Hardware Hack" April 2015.

[meshNYC](#)

- Android app that provides p2p non-network text messaging between phones over Wi-Fi.
- Uses the Aunt Bertha API to populate cached map of local shelters, provides info from Google's public alert system and NYC's twitter for emergency alerts.
- Utilized Android's SMS Manager API to facilitate sharing of the application.
- Winner 1st Place: Robin Hood Foundation Hackathon, August 2015.

Software Developer Intern / Intersection Co.

June 2015 - July 2015

- Designed and implemented a 3D interactive art piece in JS as an MTA Kiosk prototype.
- Designed and implemented prototype 2D video games in HTML, CSS and JS.

[Theostasis](#) | [Github](#)

- Researched, designed and implemented a physics based 3D application as a proof of concept for a new generation of hardware for the MTA.
- Utilized three.js and cannon.js for 3D graphics prototyping.

Education

- [Coalition for Queens](#): Graduate of Access Code 2.1 / Android Cohort
- EDX: Harvard's CS50, Lynda: Object Oriented Design, OOP Design Patterns
- City College University of New York: Music / Linguistics

Passions

- Painting / Longboarding / Making music / Life-long learner
- Online course participant on subjects from mechanics to computer science
- Volunteer mentor at Coders for Good, helping young kids explore their curiosity in programming
- Member of the Planetary Society, supporter of the pursuit of knowledge through social awareness and empowerment through science