

SENIOR MOBILE DEVELOPER

Summary

Interested in Engineering Manager, Full Stack Engineer, and Mobile Engineer roles.

Ideally, I see myself in a position where I am part of a team where I am able to contribute to an existing code base or help to create a new product. Currently, I am a mobile developer with over 4 years professional experience with mobile and web applications. Capable of working with minimal supervision and committed to providing high quality code on every project. Motivated individual with strong programming skills who consistently performs well in challenging environments. I believe that I thrive in fast paced, startup-like environment due to the fact that I am able to take on different kinds of roles and wear multiple hats while still producing software at an efficient pace.

Relevant Skills

Programming Languages

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| <ul style="list-style-type: none">• Java• Objective-C• Swift• C/C++• Javascript• C#• PHP• Python• Clojure | <h4>Stacks</h4> <ul style="list-style-type: none">• LAMP• MEAN• iOS (w/Pods)• Android (w/Gradle)• Spring (w/Maven) |
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Experience

Senior Mobile Developer , 12/2014 to Current General Motors 1/4 Moraine , OH

- Lead Android and iOS developer in charge of all architecture decisions.
- Managed a team of programmers and coordinated requirements, development, and testing - Worked on Android and iOS applications and proprietary SDK for 3rd party developers.
- Implemented JNI media player for manipulating audio tempo using Android NDK.
- Started out as solely on Android, but was able to bring my ideas to the iOS application and implement them on that platform.
- Awarded 2016 employee of the year award.

Software Programmer , 10/2013 to 12/2014 Quantitech 1/4 Fort Belvoir , VA

- Worked on company's enterprise location-tracking Android app.
- Developed middleware component for the account management web-based portal using Node.js.
- Created real-time location mapping web-tool using Java (Spring) w/ a MySQL+DB2 for backend and a Javascript/CSS/HTML front-end.
- Used git for source control, maven/ant for build tools, AWS/ansible/Tomcat for deployment, JIRA for bug tracking.

Software Engineer , 08/2012 to 11/2013 Steadynd 1/4 San Francisco , CA

- Worked in the Aerospace Sector of NGC for the Tactical Unmanned Systems division.
- Worked in an agile environment and became exposed to test-driven development.
- Learned the different software life-cycle phases including bidding, planning, design, development, testing and deploying.
- Became familiar with tools such as JIRA, Ansible, Visual Studio, qTest and how they benefit the software development process.

Education and Training

San Diego State Computer Science

B.S : 06/2012 University 1/4 City , United States

San Diego State Computer Science

M.S : present University 1/4 City , United States

Skills

OOP, Software Engineering, Design Patterns, Mobile Applications, Web Applications, Databases, Unit Testing, Linux, Bash Scripts, Source Control, Project Management, Learning, Listening, Adapting