Miguel de Jesús Robledo Vera

Ing. Tecnologías de la información y comunicación
Desarrollador iOS

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Apasionado por la tecnología especializado en desarrollo de aplicaciones iOS

NOMBRE Contacto

EMPLEOS

10 - 2021
07 - 2023

Quetzalcóatl Sistemas S.A. de C.V.
Desarrollador iOS

• Desarrollo de nuevos módulos y mantenimiento de Aplicaciones de la empresa
• Diseño de interfaz en Sketch y Creación de aplicaciones Demo
• Publicar aplicaciones en la tienda, uso de principios SOLID, MVVM, MVP, Firebase, SPM, Analiticas, Git, CocoaPods, UIKit, Cámara, Biometricos, Consumo de servicios REST...

10. 2019
03. 2021

Soluciones financieras
Desarrollador iOS

• Rediseñar aplicación móvil (swift) para la renta de inmuebles vacacionales
• Creación de módulos para propietario
• Mejorar la arquitectura de la aplicación
• Publicar en tienda, Versionamiento en Github e implementación de Fastlane
• Creación de Framework para consultar indicadores financieros
• Participación en entregas y revisiones con el cliente

Logros:
• Se mejoró la calidad del código así como la arquitectura
• Ser lider de equipo

2016 - 2019

Lisyx Technologies
Desarrollador iOS

• Creación de aplicaciones iOS y mantenimiento de aplicaciones ya existentes
• Subir aplicaciones a Testflight para pruebas y posteriormente subir a la App Store
• Integración de código de los integrantes del equipo y versionamiento en Github

Logros:
• Aprendi a desarrollar aplicaciones multiplataforma en Xamarin

EDUCACIÓN Habilidades

Universidad Tecnológica de León
León, Guanajuato

2010 - 2015
Titulo en Ing. Tecnologías
de la Información y Comunicación

Tecnológico de Monterrey
León, Guanajuato

2012 - Certificado en JAVA

Code3e CDMX, México

2013 - 2014 - Diploma Aplicaciones móvil

Udemy En linea
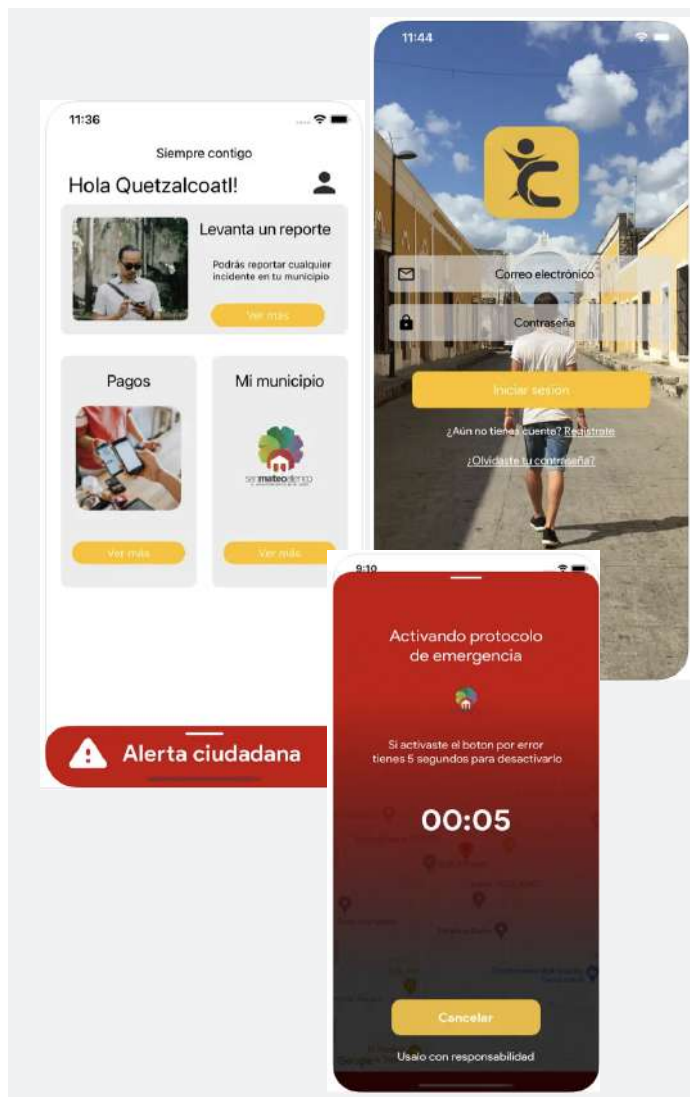2019 - Desarrollo de aplicaciones iOS swift 4, iOS 14
2021 - Desarrollo de aplicaciones React Native

Dark Zone Academy Lima, Perú
SEP 2022 - Beginner Developer (SOLID)

Habilidad	Nivel					
Objective -C	3+	★	★	★	●	●
Swift	4+	★	★	★	★	●
iOS frameworks	6+	★	★	★	★	★
MVVM, MVC	5+	★	★	★	★	★
Github	3+	★	★	★	●	●
API REST	6+	★	★	★	★	★
PHP, JS, HTML	3+	★	★	★	●	●
MySQL, SqlServer	5+	★	★	★	★	★
Fastlane	-1	★	●	●	●	●
React Native	-1	★	●	●	●	●

CiMovil es una aplicación para los ciudadanos donde con el uso de la tecnología pueden activar una alerta ciudadana la aplicación está conectada con el C4 atraves de servicios.

También ofrece la funcionalidad de pagos de multas, adeudos o realizar trámites

Link:
https://apps.apple.com/mx/app/cimovil/id1538651198

- Github
- Swift 5, Xcode 13
- REST API y JSON (Alamofire, object mapper)
- Soporte para iOS 14
- Firebase Analitycs
- Notificaciones push
- Firebase Remote config
- Firebase Crashlytics, Storage, Messaging
- Pasarelas de pago

CiMovil

¡No más pendientes de pago! Nosotros te ofrecemos la posibilidad de buscar tus multas, adeudos o trámites realizados con tu entidad gubernamental.

Aplicación desarrollada en arquitectura MVVM y MVP haciendo uso de proncipios SOLID asi como patrones de diseño (Singleton, Command Swift, Bridge).

Se implemento Firebase para dar seguimiento de analiticas y detectar bugs a usuarios en producción esto gracias a Crashlytics, como parte del almacenamiento se uso Storage y Realtime database.

Para el almacenamiento seguro de información sensible se utilizó Keychain, acceso seguro habilitando autenticación con biometría.

Las pruebas se realizaron utilizando testflight mandado invitación a los tester de la empresa una vez pasada la fase de pruebas se publicaba en tienda.

El versiona-miento del código se hizo en Git.

- Redesign of the application
- Improved code quality and architecture
- Section to register properties
- Book and accept reservations
- Multi language Spanish - English

https://apps.apple.com/do/app/pied-%C3%A0-terre/id1528581526

- Github
- Xcode 11.4
- REST API and JSON (Alamofire, object mapper)
- Support from iOS 12
- Firebase Analitycs
- Push Notifications (One Signal)
- Google Translate
- Twilio chat
- Login with social networks
- Cocoapods
- Management of Maps
- GooglePlaces
- Payment Engines

Pied à Terre iPhone app

The rental community of carefully selected properties that meet the demands of the new world travelers

Working with exceptional people is the best way to improve. And that was definitely my case in this team.

As part of a small team it has been possible collaborate in all areas of functionality of This application; API integration, security, bank reconciliation, user interface, customer deliveries, upload to appstore and functions future.

Working in such a large application represents challenges, not normally found in the other applications I have worked on.

This requires additional attention to detail and rigor to maintain the quality of the application to be expected.
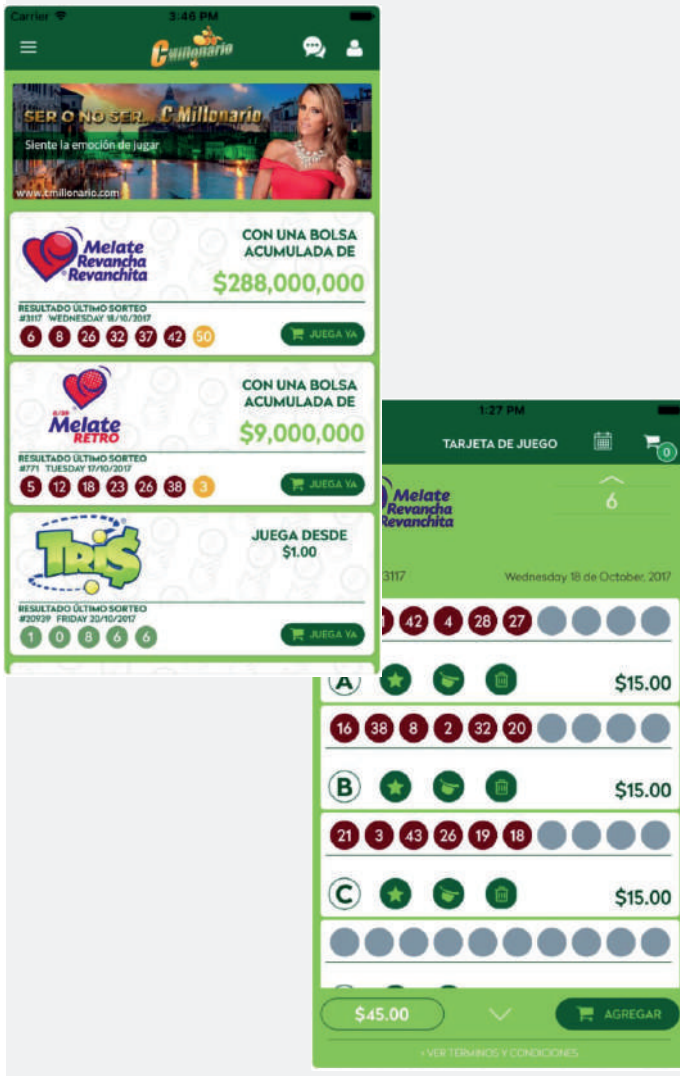
The CMillonario app was commissioned by a CDMX client, which he performs in beginning to end

https://apps.apple.com/mx/app/cmillonario/id1282052669

• Github
• Swift 3.2, Xcode 10
• REST API and JSON (Alamofire, object mapper)
• Support from iOS 12
• Firebase Analitycs
• Push Notifications (One Signal)
• Firebase Remote config
• Zopim chat
• Cocoapods
• Payment Engines
• Realm data base
• Grand central dispatch, Operation queue
• Integration of YouTube services

Cmillonario - iPhone app

**Platform Authorized by Forecasts and Lotenal for the distribution of their products.
100% secure gaming experience, payment and collection of prizes. TOTALLY FREE.**

An agile and robust application was created, with a navigation backspace and a side menu, it was a great challenge that when final was concluded.

In the first stage, the forecasting games were created in which great use of animations was made to simulate random games, views were performed on storyboards as .xib to reuse them.

The second stage was the lottery games, in the which made great use of timer as functions asynchronous since the time to make the payment does not must exceed more than 5 min, rule imposed by national lottery in the company of push notifications to alert the user.

In the end I uploaded the application to the store and the client he was really happy.
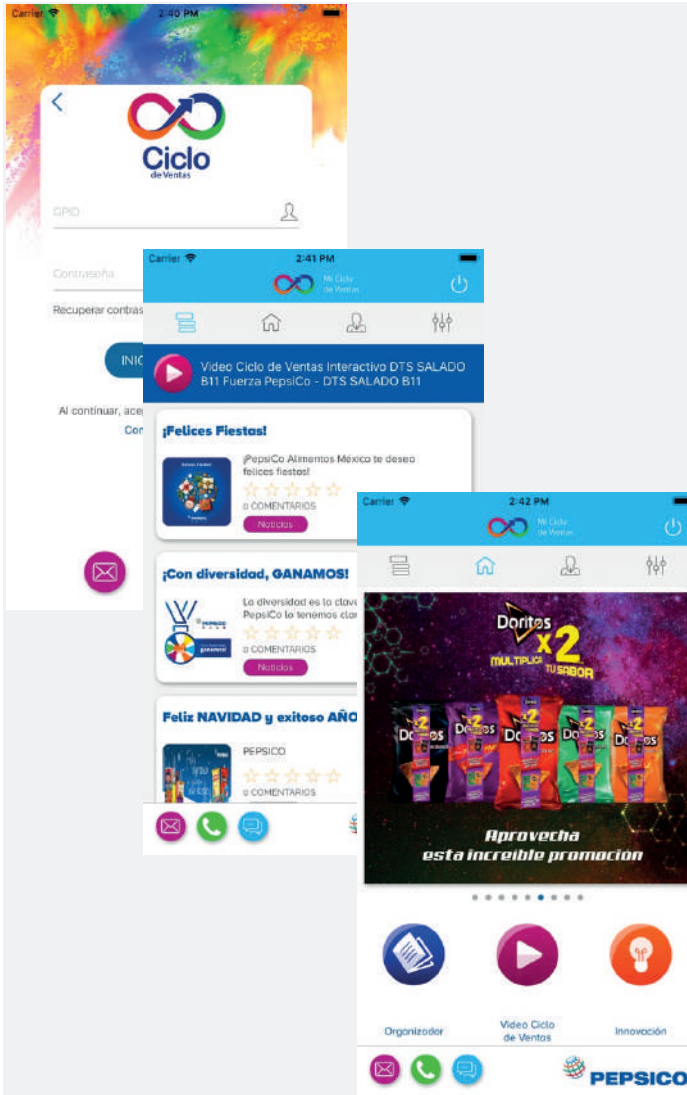
Sales Cycle is a support application continuous and direct access to information relevant to PepsiCo Mexico brands.

This application will allow you to consult general and public information
at the moment it is only available in Play Sotore (https://play.google.com/store/apps/details? id = com.lisyx.pepsico.mcv & hl = en_US & gl = US). The iOS distribution was made internal in the company

- Liferay Framework
- Bitbucket
- Swift 4.2, Xcode 10
- Support from iOS 11
- GoogleAnalitycs
- Push notifications
- Cocoapods
- Grand central dispatch
- Core Animation
- Realm db
- PDF viewer
- TestFlight

Mi ciclo de ventas - iPhone app

Exclusive application for sales associates of Pepsico Alimentos México (Valley of Mexico Region)

A framework was implemented to facilitate integration with the Backed (Liferay SDK) since The WEB site is developed with this technology.

It was something totally new to me, which made him that touch of motivation to learn about something unknown, in the end the project was a success for the client, which opened the doors to continue working

One of the purposes of the application is to collect information about the routes, products that the company distributes based on that to build their sales strategies for which a lot of work was done with firebase analytics where strategically all this information is captured
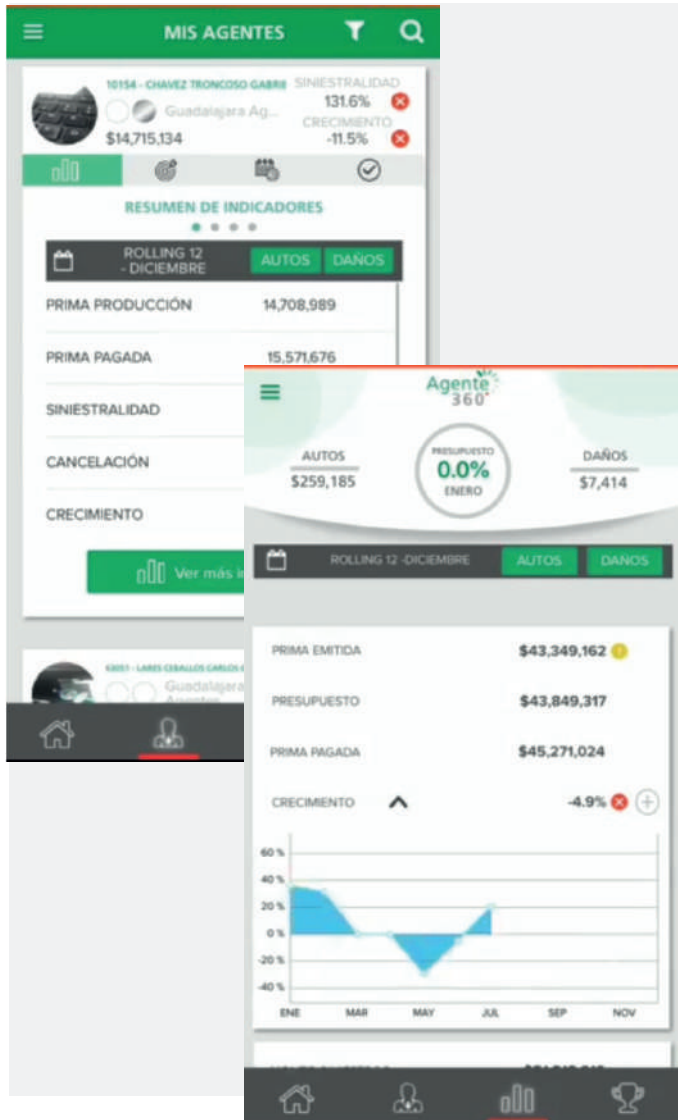
Agent 360 application was developed for a car insurance company located in León Gto, Implements a model of gamification to motivate employees.

This application was only distributed in a internal in the company for which it was not uploaded to the app store

• Bitbucket
• Swift 3, Xcode 10
• REST API and JSON (Alamofire, object mapper)
• Support from iOS 10
• Firebase Analitycs
• Push Notifications (One Signal)
• Cocoapods
• Grand central dispatch, Operation queue
• Graphics integration (iOS charts)
• Core Animation
• Couch db
• Jira

Agente 360 - iPhone app

**This is a customer oriented iPhone application to motivate and incentivize your employees.
Contains great animations, transitions, and interactions**

I worked with the Alamofire framework and objectmapper in the REST integration. This combination of tools makes that the integration of REST services is much more simple, but I had to code some mappings complex dynamics.

An interesting aspect of this project is the use of a framework for a real-time database
Couch-db which allows you to have the data synchronized with the database without the need for you to have one Internet connection.

I worked on some complex animations to give excellent user experience, it was integrated also a FoldingCell framework for animations within tables.

As part of this project, we use the flow of Bitbucket work to use Source Tree.