

# DAVID RODRIGUEZ

## IOS DEVELOPER

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## EXPERIENCE SUMMARY

Dependable, dedicated, and sophisticated iOS Developer with solid experience and knowledge on Mobile Technology, Mobile Operating System and Mobile Industry Standards as well as solid coding and design skills. Passionate with building beautifully designed mobile applications with a great user experience and strives to constantly upgrade knowledge on new and emerging technologies to keep up with ongoing trends. Possesses enriched experience using Frameworks, proven methodologies, best practices and design patterns.

- Experience in working with various mobile and Web technologies such as iOS, Swift, Cocoa Touch, Protocol Oriented Programming, Functional Programming and Web Services,
- Thorough understanding of SOLID principles, OOP design principles.
- Outstanding experience in design and development User Interface Applications, integrating with various Databases and Client-Server applications, Multi-view applications using Tab Bars, Navigation Bar, Table Views and Collections Views.
- Hands on experience with iOS application development besides working extensively on X-Code Interface Builder.
- Strong knowledge on Core Frameworks like Core Data, Core Graphics, Core Animation, UI-Kit.
- Knowledge in MVC, MVVM Design architecture, Combine Framework and concepts like Delegation and Protocols.
- Experienced in implementing Local and Push notifications, good understanding of Multi-threading, NSOperation Queues and Grand Central Dispatch.
- Expertise in Auto Layout, push notifications.
- Hands-on experience in consuming JSON web services using 3rd party Libraries like Cocoa-pods, Alamofire, AF Networking, iOS Frameworks for making network requests & source management tools like Git, iOS Bluetooth, BLE and Audio Experience.
- Real time experience in saving data using NS User Defaults, SQLite Database and Core Data.
- Good knowledge about Unit Testing for both UI and Code troubleshooting and issue targeting to manage development and production build.
- Knowledge in tuning the apps to fix memory leaks and optimize memory allocation using XCode tool instruments.

# SKILLS

## Programming Languages

Swift, Objective-C

## Libraries & Frameworks

UIKit/Cocoa, CoreBluetooth, AVFoundation, CoreAnimation,  
Google Maps SDK,  
Multipeer Connectivity, Core Motion,

## Tools & Platforms

Git, REST/JSON/XML Web Services, Jira, iOS, macOS, Xcode, watchOS, tvOS

## Databases

MySQL, SQLite, Firebase (Cloud Firestore),  
CoreData

## Design

Adobe XD, Sketch, Figma, Adobe Illustrator,  
Adobe Photoshop

## Other

IoT, Reverse engineering, Regex, UI & Unit  
Testing

# EXPERIENCE DETAILS

## Mobile Developer - Freelance

03/21-Present

CDDCA (Casa de Dios Cielos Abiertos)

Work with the IT and Software Engineering team to design, develop and maintain the church's mobile application and website.

- Worked in Agile environment by involving in sprint planning and review meetings.
- Design and develop the church's mobile application from scratch using a hybrid of MVC and MVVM patterns including the implementation of Protocol oriented programming to achieve a robust and scalable application.
- The app is built programatically.
- Consumed the backend web services to display the data using JSON parsing.
- Used SDWebImage, lottie and Alamofire libraries.
- Used Goggle Sign in for authentication

**Environment:** Xcode, Swift, Firebase, JSON parsing, REST APIs, GIT, Cocoa pods

**CINEXT App**

CINEXT is a simple iOS application that allows the user to search for movies and tv shows. The user will have the option to add the a to watch list.

- Worked in Agile environment by involving in sprint planning.
- Build the mobile application from scratch using the MVC pattern.
- The app retrieves data from TheMovieDB api.
- Consumed the backend web services to display the data using JSON parsing.
- Used Goggle Sign in for authentication.
- Used youtube ios helper, Alamofire and Kingfisher.

**Environment:** Xcode, Swift, Firebase, JSON parsing, REST APIs, GIT, Cocoa pods

## PORTFOLIO APPLICATIONS

**Barbershop System****8/20-10/20**

The Barber Shop System provides an appointment-setting solution to barbershops: implemented as a complete system rather than just a simple appointment app. The user can make an appointment to get in line on a specific day. It offers store management for each barber.

- Build the mobile application from scratch using the MVC pattern.
- Employed Table View Controller with respective protocols.
- Used FS Calendar and Kingfisher.
- Used Delegate Design Pattern.

**Environment:** Xcode, Swift, Firebase, GIT, Cocoa pods

**My Locks app****05/20-07/20**

My Locks combines hardware and software to simulate a door lock that is controlled via bluetooth. The app was designed in Adobe XD and built in Swift. The Arduino part of the project was created using the Arduino environment and kit. The project implements a motion sensor to determine if the user is close. When motion is detected, a notification is then sent to the phone and the watch so the user can select an action.

- Build the mobile application from scratch using the MVC pattern.
- Employed Table View Controller with respective protocols.
- Used Arduino and C++.
- Used Core Bluetooth to connect Arduino to the iOS app.

**Environment:** Xcode, Swift, Firebase, GIT, Core Bluetooth

## Instagram clone with Firestore

03/20-06/20

Built all the core components of a social network. This includes following users, making posts, liking/commenting on posts, in-app notifications, creating a user profile, and registering users. Built without the use of storyboards, fully programmatically.

- Implemented Model View ViewModel (MVVM) architecture.
- Backend server using Cloud Firestore.
- Authenticate and register users with Firebase
- Used CocoaPods and custom third party APIs.

**Environment:** Xcode, Swift, Firebase, JSON, UIKit, MVVM

## Real Time Chat App with Firestore

01/20-03/20

Build a real time chat application using Firestore and Swift. Built without the use of storyboards, fully programmatically.

- Built a fully functioning messaging interface.
- Backend server using Cloud Firestore.
- Parsed JSON data from database.
- Implemented custom subclasses for clean and reusable code.
- Authenticate and register users with Firebase.
- Used CocoaPods and custom third party APIs.

**Environment:** Xcode, Swift, Firebase, JSON, UIKit, MVVM

# EDUCATION

## Full Sail University

JUL 2017 - OCT 2020

Bachelor of Science in Mobile Development