

Andrew A. Aquino | Senior Full-Stack iOS Developer |

8828 Burnet Ave. Apt. #4 Los Angeles, CA 91343 / Cell Phone: **323-350-3558** / E-mail: andrew@totemv.com

Education

- **Eagle Rock High School, Los Angeles, CA**
- **California State University of Northridge** (Bachelors in **Computer Science**)
 - Expected graduation date: **Spring 06/09/2017**

Skills

- **Experienced in back-end development and very experienced in iOS mobile development**
- **Experienced in iOS product management and design**
- **Technical Languages:** Swift, Java, Javascript, C#, HTML5, CSS, SASS, JSON, HTTP
- **Technical Skillset:** Parallel processing, garbage collection, key-value observance, closures, block-chaining, inferred programming, singleton/factory/state/builder/promises/publisher & subscriber/model-view-controller design patterns, CRUD, CRON Jobs/background schedulers/throttle timers, back-end/front-end Push notifications, scaling Servers/stress tests/node clustering/load balancing, image uploads /downloads /storage, persistent data storage, user authentication systems, iOS location services, performance debugging, BDD testing/unit testing, quality assurance, UX/UI philosophies and designs
- **Frameworks, Libraries, 3rd Party Applications:** In-App Purchases, CocoaPods, Trunk, Polymer, MongoDB, Redis, Sails, Express, Sockets, Mongoose, NPM, Brew, Alcatraz, Realm, Alamofire, SDWebImage, Neon, Sublime, Git, Github, Slack, Trello, Tower, Postman, Monodevelop, Facebook SDK, Google SDK, Amazon Web Services SDK, Branch.io, Socket.io, Mixpanel, Heroku, Apple Developers
- **Developer Environments:** XCode, Sublime, MonoDevelop, Terminal
- **Contractual iOS Apps**
 - **LookMachine** [social fashion app | 3 months]
 - Created and designed the user interface
 - **FOMO** [location-based yelp app | 6 months]
 - Singlehandedly developed the app from ideation to submission to app store
 - Features included: user auth, location tracking, user CRM, back-end databases
 - Unit-tested on both front-end and back-end
 - **PLUR-VR** [virtual reality game that immerses the user in a light-festival experience | 3 months]
 - Created in Unity
 - Created music detection algorithm
 - Released in the Oculus Rift store
 - **FoodTruckieLA** [food truck finder app | currently in development]
 - Created and managed the entire back-end development of the app from scratch
 - Created the food truck CRM and user-facing interfaces
 - Created a set of powerful bootstrap frameworks to speed up the app development cycle
- **Hackathon iOS Apps**
 - **Drivr** [app that scores you based on how well your driving]
 - **Stampit** [app that keeps track of customer loyalty through location recognition]
 - **Fitspo** [social workout app meets tinder]
- **TotemV**
 - Personal project company
 - **Drew's List** [social collegiate book listing app for students for buying and selling books]
 - <http://totemv.com/drewslist/>
 - Managed a team of developers and a UX/UI designer to develop the app from ideation to submission to the app store as well as weekly consultation and app updates
 - Live in App store

*** References are available upon request**