Cesar Ramirez

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SKILLS

- **Software Development:** iOS Swift, C/C++, Arduino, Basic Stamp, GitHub,
- **Technical Skills:** Microprocessor programming, PBC design, 3D CAD, 3D Printing, CNC, Mechanical Skills.
- **General Skills:** Client Management, Project Management, R/D, Problem Solving, Good sense of Design

PUBLISHED APPS

- **Put A Poop On It:** (*Lund 2.0 LLC*)
  Can be downloaded at: https://itunes.apple.com/us/app/put-a-poop-on-it/id1115709393?mt=8
  Allows the user to take a picture or use a picture from their phone and add poop (or pee) emojis to the picture as decorative elements. I created the app from start to finish, managed the graphic designer and everyone involved in its creation.

APP DEVELOPMENT

- **myRecipes:** iOS app intended as a way to collect favorite food recipes in one app. The final product will be able to collect recipes from many sources. However as a test, this app only collects recipes from the yummly.com API service.
- **Virtual Tourist:** This app allows the user to virtually tour any place on the planet! Simply drop a pin anywhere on the map, and it will instantly download photos from Flicker related to this location and display them.
- **On The Map:** A connected app that downloads and uploads a user's information such a name, website and location (longitude, latitude) to a server. In addition, it can download all of the information from users that have already uploaded it and display it on a map along with their names and links websites.
- **Connected Garage: (**App-hardware integration) Used a microcontroller to open and close the garage door. A WiFi adapter connected the microcontroller to WiFi. Then I developed an app that controlled the microcontroller to open and close the garage door, and to alert me if the door was left open for a long period of time.
- **iOS Developer Nano Degree:** Earned a nano degree at the Udacity online school sponsored by Google and AT&T. MVC architecture, UI interfaces, UIKit Components, Core Data, Local Persistence, External API's, iOS networking.

EMPLOYMENT

LUND 2.0 LLC, Product Developer and Designer, Partner **August 2006 – Present**

- Redesign and reposition toy and consumer product concepts to meet new market specifications.
- Rapid prototyping and CAD design (Solid Works).
- Project Management, Staff Training, Product testing, iOS development.
- Over 1 million units of the toy concepts I worked on were sold over the last 6 years.
- Created over 200 prototypes and presented them to clients.
- Developed technologies using servos, magnetics, infrared sensors, ultrasonic technologies, optics, pneumatics, combustion, hydrogen and movement from sound waves.

PROJECTS

Lund Variable Velocity Projectile launcher, Link: LVVWS, **Lund and Company** **2009-2015**
Combustion launcher that changes the velocity of a projectile to achieve different impact effects. Main roles were to design a range finder capable of detecting distances up to 800 feet. Also designed and programmed the electronic systems that control the combustion chamber in order to regulate the velocity of the projectiles. These two are the main components of the whole system. Received over a million dollars in government funding.

Dino Construction Company, Link: Dino**, Lund and Company** **June 2013**
Robotic toy prototypes of dinosaurs. My role was to build an object detection sensor for the dinosaurs to walk up to objects and grab them with their jaws. Was licensed to Educational Insights and sold over 100K units.

M3 Mickey. Link: M3 Mickey**, Lund and Company** **August 2012**
A robotic toy that dances up to 16 different dance moves. My main role was to program the dance moves with the music. Also designed the electronic and mechanical components. Was licensed to Fisher Price. Sold over 1/4 million units.

Uno Roboto, Link: Uno Roboto**, Lund and Company, River Forest IL.** **March 2010**
Robotic toy character capable of playing the Uno card game with up to 8 players. Main roles were to design a unique card reader to recognize the 108 UNO game cards. Also to programmed the robot to play Uno and recognize the 8 different players. Licensed to Mattel and sold over 1/2 million units.

EDUCATION

Bachelor of Science in Electronics Engineering Technology, DevRy University, Chicago IL **June 2006**

- **Senior Projects:** ***Robotic Golf Caddy:*** Robot capable of following a person around a golf course.
  Cellphone Controlled Vehicle: Vehicle controlled with a cell phone. 1st Place in **IEEE** competition.