Patrick Joseph Gorospe
iOS Developer
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PROFESSIONAL SUMMARY

Started as a game developer, and fell in love with iOS and Mobile Development. I am a mobile applications developer with 7+ years of experience under my belt. Increased code efficiency and reduced crashes of the Partyphile Mobile App with a 98-99% crash-free rate -- a company that was featured in Tech in Asia. Spearheaded a whole revamp of the Virgin Mobile Mexico App from MVC to Coordinator+MVVM using RxSwift and improve overall app responsiveness. A person who loves new challenges in coding, is competitive, is a team player, and always has beer in the fridge.

TECHNOLOGIES

Front End	iOS, Android, Swift, Objective-C, flutter, Unity 3D, Javascript, HTML, CSS, Angular.js, UIKit, SwiftUI, iOS Networking Framework, iOS Multipeer Framework
Back End	Node.js, PHP, C#, .NET, ASP.net MVC,
Data Stores	MySQL, Realm, MongoDB
Operating Systems	Mac, Windows, Linux

EXPERIENCE

Advanced App Engineering Associate Manager | Accenture | Taguig   Nov 2021 – Present

Assigned to develop new features, fix bugs, add unit tests and advice for future technologies and architectures that can be used in the project.
- Technologies: iOS, Swift, Cocoapods, CI/CD, Quick, Nimble, Unit-Tests

Senior iOS Developer | Penbrothers | Makati   Aug 2020 – Oct 2021

Assigned to work on an application that streams video between 2 or more iOS devices.
- Working on an app that communicates and streams a camera feed over iOS Network/Multipeer Framework.
- Working on future enhancements and client feature requests.
- Working on continuous application improvement thru bug fixing and testing.
- Technologies: iOS, Swift, Cocoapods, RxSwift, Network Framework, Multipeer Framework

Senior iOS Developer | Manaty | Glanon, France (Remote)   Mar 2018 – Feb 2022

Manaty is a cloud team that offers various software development services. Assigned to develop and maintain the official app for the Virgin Mobile Mexico company.
- Spearheaded the code restructure from MVC to Coordinate+MVVM using RxSwift.
- Created a coding standard to be followed in future application improvements and implemented agile software development practice.
- Improve the overall app responsiveness by using multithreading
- Technologies: iOS, Swift, Cocoapods, Git

Senior Mobile App Developer | Alpha One Design, LLC | Utah, United States (Remote)   Jun 2019 – Jun 2020

Alpha One Design, LLC is a product engineering and development firm, specializing in creating new smart, electronic products for clients all over the USA and Canada.
- Worked on an app that communicates and streams a camera feed over wifi.
- Drove to redesign the whole codebase to follow MVVM.
- Improved and reduced the line of code by 87%.
- Created and maintained reusable views to be used across different screens.
- Technologies: iOS, Swift, Cocoapods, C++, Python, MQTT, SSDP, Git

Mobile Engineering Team Lead/Consultant | Appventure, Inc. | Muntinlupa City, Philippines   Jun 2016 – March 2020

A startup company based in the Philippines. Appventure is an app design and development agency obsessed with producing beautifully engineered experiences through hand-crafted apps.
- Created development documents like user manuals for finished projects, client API contracts, and development requirements.
- Led a team of 10 high-performing mobile and web engineers.
- Created and designed the architecture of every iOS development project in an agile environment.
- Maintained various backend applications for mobile projects that are written in NodeJS and PHP.
- Technologies: iOS, Swift, Android, Cocoapods, Carthage, NodeJS, ionic, MongoDB, Swift, Objective-C, Git

Lead iOS Developer | Partyphile | Makati City, Philippines   Sept 2015 – Nov 2016

Partyphile allows party-goers in Asia to discover and get access to the best clubs, bars and events by allowing them to book tables easily and get on the guestlist of clubs to waive the cover charge and skip the line to get in the club faster. Considered as one of the top startups in Asia in 2015.
- Led a small team of 3 software developers both iOS and Android.
- Designed and coded applications in an agile environment.
- Reduced the crashes of the app by 98-99% according to the logs in Fabric.
- Technologies: iOS, Android, PHP, Objective-C, Cocoapods, Git

Mobile Applications Developer | KForce Global Solutions | Mandaluyong City, Philippines   Oct 2014 – Nov 2015

KForce Global Solutions provides a highly focused suite of IT services. Assigned to develop and maintain applications for Accenture Philippines.
- Designed and coded application to manage all of Accenture branch's employee reports for defective office equipment.
- Maintained and added a new feature to the MyExpressLane website, a hub that collects reports from all Accenture employees from the Philippines.
- Manage tasks and ensure that both iOS and Android have the same feature.

- **Technologies**: iOS, Objective-C, Swift, ASP.net MVC, Git, HTML, CSS, C#, Team Foundation Server

Software Engineer | ONVOLO Philippines Inc. | Pasig City, Philippines   Jan 2014 – Nov 2014

ONVOLO is a social discovery service that connects people nearby safely and instantaneously based on common needs and interests.
- Responsible for migration to Core Data and applied JSON mapping for the iOS application in an agile environment.
- Responsible for performance enhancement for loading data into the app. Applied lazy loading to make the loading of images more smooth.
- Lead the creation of Version 2 of the application. Was responsible for creating the core components, and coded ONVOLO client which is a library of scripts that manages RESTful API calls using RESTkit and scripts to manage persistent data.
- **Technologies**: iOS, C, Objective-C, Git, JIRA

Software Engineer | Mayon Studios | Pasig City, Philippines   Jun 2013 – April 2014

Mayon Studios is a software development company that offers a range of mobile and web application development services for its clients.
- Led a group of 2 Junior but highly skilled engineers.
- Created and designed the architecture of their Unity 3D games and applications.
- Created Unity 3D plugins that will allow Unity 3D to talk to iOS's API.
- Manage and assign group tasks using JIRA.
- **Technologies**: Unity 3D, C#, Javascript, C, C++

EDUCATION

BS Information Technology | Malayan Colleges Laguna | Cabuyao City, Philippines
2008 – 2012
- *Major in CISCO Network Management*
- *Member of Information Technology Society under Publishing Committee*
- *Member of Community of United Music Makers*

ADDITIONAL ACTIVITIES

Volunteer | Mentors Without Borders | Philippines   2019 – 2020

PROFILES

Personal Website: *https://www.trickgorospe.com/*
LinkedIn: *https://www.linkedin.com/in/trickgp/*
Twitter: *https://twitter.com/trickgp*
Github: *http://github.com/trickpirata/*