



EXPERIENCE

CHATTER FOR CHARITY
Miami, FL

September 2016 - September 2017 | Chief Technology Officer, iOS Developer

- Managed a team of 7 developers, running daily stand ups, code reviews, and developing task management practices for the team
- Served as the middleman between the business and technology sides of the company, ensuring clear communication, planning, and execution between the sides
- Raised over \$10k for charities through our iOS and Android applications
- Cracked the top 100 downloads on the iOS App Store, went search trending in February 2017, and attained over 18k total downloads

July 2016 - September 2016 | iOS Developer, UI Designer

- Developed front-end features such as events and search collection views using Swift
- Designed UI components using Sketch

VICE MEDIA Brooklyn, NY

June 2015 - August 2015 | IT Intern

- Increased IT department productivity by becoming primary 'runner' immediately responding to and troubleshooting employee technology issues throughout the day
- Decreased daily employee requests for IT assistance by writing step-by-step documentation on how to use company technology

PROJECTS

TODO BUDDY | Solo iOS Swift Developer

New York, NY

Create To-Do Lists, Manage Tasks, and Stay Organized

October 2017 – Present

- Utilizes Firebase for backend database and makes extensive use of UITableView
- Download on the iOS App Store: https://goo.gl/NumJBb | See on Github: https://goo.gl/NumJBb

ANOTHER ONE PUSH UP MOTIVATOR | Solo iOS Swift Developer

Coral Gables, FL

Tracks Push Ups and Plays Inspirational Quotes from DJ Khaled After Every Rep

March 2016

- Utilizes iPhone FaceTime camera's proximity sensor to detect push up reps
- Download on the iOS App Store https://goo.gl/3kg7iT

PRANK AND SOUND MACHINE FOR APPLE WATCH | Solo iOS/WatchOS Swift Developer

Coral Gables, FL

February 2016

Triggers Funny Sound Effects From Apple Watch to Play on iPhone

- Utilizes Watch Connectivity Framework to send data from Apple Watch to iPhone
- Download on the iOS App Store: https://goo.gl/95sbyA

TAP ANGRY | Solo Unity C# Developer

New York, NY

July 2015 – August 2015

High Intensity Game for iOS

- Utilizes GameCenter features
- Received over 50 5-Star ratings in the iOS App Store
- Download on the iOS App Store: https://goo.gl/sCMSSU

EDUCATION

CAREER FOUNDRY | IOS Developer Certificate

August 2017 - November 2017

 4 months of intensive hands-on course in Swift covering a wide range of iOS Development topics from networking, to creating adaptive layouts, to publishing and polishing a final product

UNIVERSITY OF MIAMI | BSBA in Business Technology, Minor in Computer Science

August 2013 - May 2017

 Technology Analyst for TAMID Group: Developed detailed secondary market reports for CEOs of startups consisting of details, strengths, weaknesses, and statistics on competitor apps in the U.S. market

SKILLS & TOOLS

- Coding Languages: Swift 4, C++, and C#
- Other Skills: UI Design, Prototyping, Wireframes, Project Planning, Team & Task Management, Research, Video Editing, Website Building
- Tools: Xcode, Asana, GitHub, Sketch, Balsamiq, Keynote, Slack, Google Drive, Dropbox, Wix, Final Cut Pro