Dani Postigo

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QUALIFICATIONS

Objective-C & the iOS SDK · View controller lifecycle; Storyboarding & Autolayout in Interface Builder; Programmatic constraints; Debugging: Instruments, Reveal, CocoaLumberjack. Previous SDKs: iOS 4.x - iOS 7.x

Unit Testing & Continuous Integration · Unit tests and functional tests. Testing frameworks: KIF, OCMockito, OCHamcrest

Source Control & Project Management · Git workflows & branching models. Best practices for release management. Dependency management with internal Cocoapods repositories. Tools: SourceTree, CLI, Kaleidoscope. Github, Bitbucket, Stash.

Backend & database integration · Consuming RESTful API calls. BaaS: Parse, Urban Airship, Appcelerator ACS. Tools: httpie, Paw

Deployment & Distribution · Analytics: Adobe Mobile, Flurry. Advanced build configurations & distribution systems: xcodebuild, xcodeproj, shenzen. Deployment services: TestFlight, Crashlytics, iTunes Connect

EXPERIENCE

iOS Experience

- Developed an iPad app to promoting the Institute of Art and Design at college fairs in the US.
- Integrated YouTube API technologies into an iPhone app for political cartoonist Mark Fiore.
- Introduced updates and new feature implementations to iOS applications for Hyundai.
- Contracted by the Watson Institute for International Studies at Brown University to develop an iPhone app to complement teachers' curriculum.

Other Experience

- Lead developer on two interactive experiences for the opening of Adobe's Customer Experience Center in San Jose, CA.
- Lead developer five touchscreen experiences exhibited in Perot Museum of Nature and Science in Dallas, TX.

WORK HISTORY

American Express · iOS Consultant/Senior Programmer
Converted circa-iOS 6 legacy code to utilize storyboards, autolayout, size classes. Developed reusable classes & view controllers observing OOP patterns. Explored test-driven strategies and continuous integration delivery systems. Gained insight into the obstacles facing development & deployment processes at the enterprise level and the value of building efficient in-house pipelines & deployment systems to address the complex technical challenges, multiple server environments, and day-to-day operations.
Aug 2014 - Apr 2015 · New York, NY

First Person, Inc. · iOS Developer
Worked on a comprehensive software suite of tools for job management, time management, and budget allocation. Developed applications for OS X.
2013 -2014 · San Francisco, CA

Elastic Creative · iOS/Flash Developer
Developed native iOS apps, AIR desktop apps, and large-scale multi-touch table trade-show apps for Adobe, Hyundai, and Symantec.
2011 - 2014 · San Francisco, CA

Hearst Corporation · Digital Intern
Created print adverstiments, interactive web banners for the Digital division. Developed landing sites.
2008 · New York, NY

EDUCATION & TRAINING

Brown University — Bachelor of Arts in Modern Culture and Media, 2010

Objective-C, Ruby. Flash & Actionscript 3. Java. Web: HTML5, CSS, Javascript, Rails, Wordpress, Jquery, Handlebars, Slim, EmberJS. Adobe Suite: Photoshop, Illustrator, InDesign. Maya, Blender, Unity3D. Final Cut Pro, After Effects.