

Info

Email

juanpablofer17@gmail.com

Website

juanpablofer.com

Github

bit.ly/juanpablo-github

LinkedIn

bit.ly/juanpablo-linkedin

Twitter

bit.ly/juanpablo_twitter

Skills

iOS Development, UI/UX Design, Test-Driven Development, Leadership, Mentorship, Public Speaking

Languages

Swift, Objective-C, Python, JavaScript, Ruby, Java, HTML, CSS

Frameworks

UIKit, StoreKit, AVFoundation, Realm, Core Data, Firebase, RxSwift, Core Location, Flask

Tools

Xcode, Atom, Sketch, Git, AWS, Heroku, Git Hub

Additional

English - Native proficiency
Spanish - Native proficiency

Hobbies

Triathlon, Reading, Hiking, Rock Climbing

Juan Pablo Fernandez

Hey, I'm Juan Pablo Fernandez. iOS Developer and UI/UX Designer with a huge passion for Product Development. I have developed and designed multiple iOS apps and shipped a total of five to the app store. I'm familiar with multiple iOS frameworks and even created two of my own.

Experience

Hashtags for Instagram August 2018

bit.ly/AppHashtags

Developed, designed and shipped Hashtags. An iOS app and the easiest way of finding the hottest hashtags for your Instagram, Facebook and Twitter posts.

Swift, Realm, Admob, Analytics, In App Purchases

Repost Plus for Instagram May 2018

bit.ly/RepostPlusApp

Developed, designed and shipped Repost Plus. An iOS app that allows users to save any Instagram Photo or Video to their library in seconds, even if it's a Carousel Post.

50k+ users, Top 100 in 37+ AppStores, Swift, Realm, AVFoundation, In App Purchases

SwiftlyOnboard March 2017

bit.ly/swiftyonboard

Developed SwiftlyOnboard. An open source iOS Framework that makes it easy for developers to add customizable onboardings onto their apps.

Swift, iOS Framework, 700+ stars on github

Confess February 2017

bit.ly/getconfess

Co-Founded, developed, designed and shipped Confess. An iOS app that allows users to anonymously send confessions to their contacts.

Swift, Facebook SDK, Firebase, Messaging, Authentication, Notifications, 25,000+ users

WhatsMyFare October 2016

bit.ly/whatsmyfare

Developed, designed and shipped WhatsMyFare. An iOS app that helps users compare the price for various ride-sharing services, making it easier to choose the cheapest option.

Swift, Google Maps SDK, Google Places API, Featured 3 times on the App Store category pages

ToonTown Rewritten Guide August 2016

bit.ly/sostoontown

Developed, designed and shipped an iOS app that allows users to access information about Toontown. Rewritten to make progressing through the game a breeze.

Swift, Objective-C, 10,000+ users, featured 8 times on the App Store category pages,

Awards & Recognitions

Hackathon Judge/Mentor

Judged, mentored and taught beginner/intermediate iOS workshops at more than 7 different hackathons as part of the Make School Team.

Hacktech, Eny, EV Hacks, Cal Hacks, Lady Problems, Code Day, AT&T IoT

2nd Place - Eny Button Hackathon January 2017

bit.ly/enymarketplace

Collaborated with two other engineers to create the "Eny Market Place" an iOS app that is used as an app store to download software into Eny buttons in order to pair them with other smart devices.

Swift, iOS, javascript, node.js, IoT

Education

Make School, San Francisco

Software Development Product Development Entrepreneurship