

George Garcia

Software Engineer

San Francisco, California

george.garcia.dev@gmail.com

Skills

Swift, Xcode, UIKit, Storyboard, iOS, React Native, Expo

React, JavaScript, TypeScript, Next.js

Visual Studio Code, Asana, JIRA, Figma, Windows, Mac OS, JEST, CircleCI, CI/CD, LaunchDarkly, Github Actions, Github, Git, Microsoft Office Suite, Adobe Creative Suit

References

Personal and professional references are available upon request or via LinkedIn



georgegarcia.dev
Web Portfolio



github.com/georgee
Github



linkedin.com/in/georgee
LinkedIn Profile



@appsessions
Instagram

SUMMARY

Team player Software Engineer with a can-do attitude and who is passionate about mobile development with phenomenal time management skills, and a strong user focus

WORK EXPERIENCE

2023 - PRESENT ○ — Software Engineer, Mobile - iClassPro Inc.

Contributed to mobile app development as part of a small developer team with a focus of addressing bugs, improving app performance, rearchitecting the codebase, and resolving Apple Store issues. Led efforts to code documentation, implementing Atomic Design, and collaborated with cross-functional teams to deliver optimized user experiences. Additionally, integrated GitHub Actions for an efficient CI/CD pipeline and contributed to designing new screens to enhance the app's visual appeal and usability.

2022 - 2023 ○ — React Native Developer - Nutrien

Developed a greenfield React Native application using TypeScript/JavaScript with a large-scale team. Utilized XState for state management, wrote GraphQL queries for data fetching, and implemented test cases with JEST.

2021 - 2022 ○ — Software Engineer, Mobile - Chewzer

Taking full ownership of developing a social/food mobile application from the ground up for both iOS and Android platforms. Utilizing React Native, Expo, Redux Toolkit, and Google Cloud Firestore to deliver a seamless user experience.

2020 - 2021 ○ — Junior Software Engineer, Mobile - Copia

Developed a React Native app from the ground up to improve the user experience for Copia's clients, enabling them to donate and track excess food. Additionally, contributed to web development tasks using ReactJS.

2019 - 2020 ○ — Software Engineer, iOS - White Cloud Apps

Technical Co-Founder responsible for delivering the Quench iOS app, a water consumption tracker. Led and mentored a small team of interns, providing technical guidance throughout the development process.

2018 - 2019 ○ — Software Engineer, iOS Intern - Copia

iOS Intern on the front-end team, developing the mobile app in Swift using a hybrid of UIKit and storyboards. Gained hands-on experience with Swift syntax and the iOS development environment.

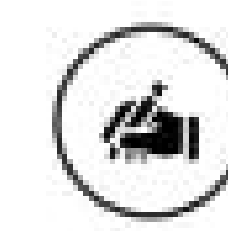
EDUCATION

2016

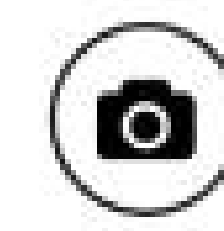
California State University, East Bay

Bachelor's Degree - Computer Science

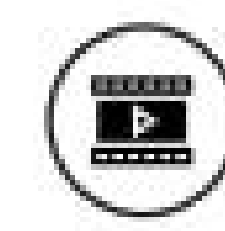
INTERESTS



Writing



Photography



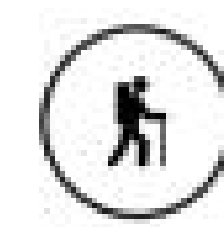
Video Editing



Gaming



Sports



Hiking



Fitness



Snowboarding