

Fernando Fontecha

ferghdz@gmail.com | +52 1 55 1048 1633 | ferfontecha.com

Education

Universidad Panamericana

Digital Animation Engineering (Includes university's full Computer Science curriculum)

Graduation date: **July 2021**

GPA: **93**/100

Graphic Simulation Specialty

GPA: **98**/100

Data Science postgraduate certification

Experience

Jul 2019 - Jul 2021

Universidad Panamericana

iOS Development Lab Coordinator - Mexico City, Mexico

Managing university's iOS Development Lab, leading in-house development of scholar apps, and teaching

Swift to students from both engineering and other majors to promote STEM.

Jan 2018 - Jun 2018

Arvolution

Software Engineer - Mexico City, Mexico

Contributed to two software solutions regarding quality assurance, and stock management via web (React.js) and desktop (C#) applications in both, frontend and backend.

Projects

Jul 2021

Convene - Get it done! - iOS App

Independently developed from the ground up an iOS app based on my award winning WWDC20 SSC submission using the latest version of Swift, CoreAnimation, date & time APIs and third party libraries such as **Realm.io**.

Jun 2020

WWDC 2020 Swift Student Challenge

Selected by Apple as one of the winners for WWDC 2020 Swift Student Challenge. The project was a Pomodoro productivity app developed using the latest version of Swift, date & time APIs and the engineering of UI components.

Mar - Jun 2016

Independent iOS Game Development

Developed & published two tap-based games using Apple's Swift and SpriteKit, integrating APIs and GameKit, for player achievements. "The Shooting Star" received over 230 downloads and "Pixel Swing" over 1.4k downloads.

May 2009 - 2015

Club Penguin Compact - Blog

Created, coded and authored the website. Mostly coded with PHP, HTML, CSS, the Wordpress API and involved clientside optimization. Achieved over **2.1 million** visits and high ranking in search engines.

Technical Skills

Programming Languages

Swift	4 years	C++	6 months
C#	4 years		
JavaScript	1 year		
PHP	6 months		

Other Skills & Software

Software & technologies: HTML/CSS, React, Redux, git, Wordpress, Xcode, Photoshop, Illustrator, After Effects, Visual Studio, Visual Studio Code, Autodesk Maya, Unity, Unreal.
Operating Systems: Windows 7/8/8.1/10, macOS.

Other Information

Spanish (Native), English (Full Professional Proficiency - Credited CAE).

2nd place in the 1st ABB Robotics Competition for students in Mexico (among universities) February 2016.

Volunteered in Unidos, promoting social inclusion for people with disabilities in special events. Also part of the Brigades in Universidad Panamericana.

Produced, directed and animated shorts for my channel via YouTube and got over 100,000 views and positive feedback.