

# Ricardo Sanchez-Macias

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## SKILLS

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**Languages:** Swift, Python, Java, C++, C, JavaScript, SQL  
**Tools:** Xcode, Git, SourceTree, JIRA, Confluence, Bitbucket, Jenkins  
**Concepts:** MVVM, VIPER, Version Control, Agile Development, Unit Testing, Objected-Oriented Design, UML  
**Frameworks:** UIKit, AppKit, XCTest, SwiftData, Swinject

## WORK EXPERIENCE

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**VERIZON** **Remote**  
**macOS Developer** **March 2022 – December 2023**

- Led the end-to-end development of macOS features, which included gathering requirements from product owners, refining stories for feature epics, sprint allocation for the release, feature implementation, and post-release bug triage.
- Added robust unit tests with every code change by mocking dependent classes and stubbing asynchronous timers and API requests, achieving line coverage of over 90% across all new business logic components.
- Owned the development of a macOS presence feature that published user availability and social status messages using the PubNub Swift SDK.

**iOS Developer** **June 2021 – March 2022**

- Implemented an iOS Wi-Fi hotspot feature for the Hum device (a connected car system), allowing customers to activate a vehicle's hotspot through the mobile application.
- Followed VIPER (View, Interactor, Presenter, Entity, and Router) design pattern to build new features and facilitate the codebase's testing, readability, and maintainability.
- Maintained legacy codebase written in Objective-C, fixing bugs and transitioning small components into Swift.

**VERIZON: Software Engineering Intern, iOS** **Alpharetta, GA | June 2020 – August 2020**

- Designed and implemented an iOS framework of reusable components (buttons, typography, iconography, text fields) to reduce the development cycle time, optimize app performance, and enforce consistency across the app.
- Delivered a demo iOS application to demonstrate how the components can be easily used and integrated into any project.

**VERIZON: Software Engineering Intern, Firmware** **Dunwoody, GA | June 2019 – August 2019**

- Reduced latency from 60 seconds to 5 seconds in a vehicle's GPS device communication by leveraging MQTT, leading to more accurate location data to be displayed to the user.
- Collaborated with a cross-functional team to design JSON objects containing live location data to be sent to a backend system and read by a web-based application.

## PROJECT EXPERIENCE

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**“TimeFlare” iOS Application (Swift)** **August 2023 – September 2023**

- iOS application that lets users create countdowns and add widgets to their home screen.
- Implemented the app using SwiftUI, SwiftData, WidgetKit, and an App Group capability.

**“Calendar Application for Students” (Java)** **March 2020 – June 2020**

- Followed object-oriented design to develop a Java CLI application that manages a student's events and deadlines.
- Worked in a team of four to define user stories, design UML diagrams, write a developer guide, and act on the implementation.

## EDUCATION

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**UNIVERSITY OF CALIFORNIA, MERCED | Bachelor of Science, Computer Science and Engineering** **Graduated May 2021**

- 4.0 Cumulative GPA.
- School of Engineering - Graduation Highest Honors.

**NATIONAL UNIVERSITY OF SINGAPORE | UCEAP Study Abroad** **Spring 2020**

- Enrolled in software engineering and media computing courses at NUS.