Eric Mentele

iOS Developer

(206) 854-5353 | ericmentele@gmail.com | Bothell, WA
ericmentele.com, linkedin.com/in/ericmentele, github.com/EricMentele

Drive

I develop for the iOS platform and have a background in customer service. My passion for people and learning inspires me to pursue the collaborative creation of valuable software. Programming allows me to participate in the most exciting industry there is. Creating software with others, on a team, is something I love to do. It improves my thinking and creativity, while giving me a myriad of paths for growth.

Technical Skills

Proficient	Developing
Xcode	Automated Testing (TDD)
Objective-C, Swift	Rx
REST APIs, JSON parsing	UX/UI
Git Source Control	Software Architecture & Design Patterns

Experience

REACH NOW via KForce, Seattle, WA | iOS Developer | November 2018 - July 2019
- Develop new app features and existing codebase improvements.
- Work with Product and Design to improve UX and UI.
- Estimate ticketed work and complete it within a 2 week SCRUM sprint.
- Test app with car to identify and ticket improvement work.
- Consume REST services to create app functionality.
- Leverage RxSwift for concurrent and reactive app functionality.
- Unit test business logic with Quick & Nimble testing framework.

Interloc Solutions, Seattle, WA | iOS Developer | June 2016 - November 2018
- Create and ship client customizations of the iWM(Informer Work Management) and iIM (Informer Inventory Management) framework iOS apps.
- Continue building on and maintaining the current versions of iIM and iWM, which I helped create on a small team of developers using SCRUM sprints and Git Flow.
- Leverage SQL to interrogate data for use in our mobile apps.
- Provide production support for mobile applications.

Cudos, Seattle, WA | iOS Developer | May 2016 - November 2018

- Support Cudos app for 1 to 3 hours per week on average.
- Developing a digital gift card app in Swift.
- Manage customer data with AWS, MongoDB and Firebase.
- Design and implement new features.
- Provide support for customer issues.

Seattle Trails Alliance, Seattle, WA | iOS Developer | February 2016 - present (Volunteer)
- Recruited and managed a team to build official mobile apps for Seattle Parks & Rec.
- Set up an open-source project that will provide an iOS and Android app to the city.
- Implemented key app features to greatly improve trail maintenance efficiency.

Digital Film Camp, Seattle, WA | Lead iOS Developer | September 2015 - March 2016
- Sole programmer of an iOS app that I submitted to the App Store.
- Participated in business and marketing discussions resulting in app design decisions.
- Worked in live sessions with school teachers, parents and children to get user feedback.
- Set up source control, via Github, for documentation and distribution to team members.

Projects

Seattle Trails, 2016 (Civic open source project)
This started at the AT&T App Parks And Recreation Hackathon. The app my team and I built uses the Socrata Open Data API to get the trails data for Seattle parks and make it visually available on a map view in an iOS app.

Currently, this app can allow you to search for trails and parks, see accessibility information about paths, report issues about the parks only if inside of one (determined via geolocation), and share your park experiences on social media. GitHub:
https://github.com/Seattle-Trails-Crew/Seattle-Trails
(Swift, Map Kit, Message UI, Social Framework, Xcode, Git, Socrata Open Data REST API)

Education

Code Fellows, Seattle, WA | iOS Development | 2015
Completed an intensive iOS Development Accelerator. Created an app each week from scratch. Two were collaborative projects slated for the App Store. The Projects section of this resume outlines a couple of them and I've written more about it here:
http://www.ericmentele.com/blog/embracing-the-struggle

Code Fellows exists to provide people from diverse backgrounds with the skills necessary to be valuable in the tech industry. This program provided me with a great overview of Apple frameworks and the skills to find solutions to technical problems. The experience of collaborating on a team to make software was invaluable.