Johann Garces

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WORK HISTORY

Software Engineer (iOS, Qt) at Facebook, Inc.
July 2017 - Present

Established myself as a resource for iOS optimizations, focusing on improving user experience by reducing battery consumption.

Reduce crashes via optimization. In one test I reduced the memory footprint by >30% per user in group video calls.

Write wikis for and teach optimization within the company. Publish previous problems and solutions.

Added an event logger for users in-call enabling us to reproduce steps leading to issues and know how often features are used.

Teach classes on the Objective-C runtime, app optimization, and introduction to building apps.

Co-founded a team working specifically on making our application accessbile with VoiceOver and creating best practices.

Run "Stability On-call" which monitors Facebook Messenger's entire code base for crashes, from release candidate to launch.

Started a project funding and contributing to open source video application "OBS" and other external partners.

Contribute to OBS's C++ and C Qt codebase.

Freelance iOS Developer
Ongoing - not currently taking clients

I focus primarily on startups that need rapid mobile prototypes which founders can demo and test.

Leverage sqlite for data manipulation and serve as demo data when APIs are not yet ready.

Work directly with clients to create first-draft iOS applications in timelines as short as two days.

Mobile iOS Developer at American Automobile Associate (AAA)
January 2016 - Jun 2017

Launched a brand new application in nine months using native UIKit, Objective-C, Swift. Was in the app store October 2016.

Created a REST API server written in Node.js and deployed to AWS Elastic Beanstalk to build and test the mobile app.

Solved complex issues between teams with large, undocumented legacy code bases and APIs.

Communicated ideas and issues with management to create and update reliable goals and timelines.

Designed and implemented user experience upgrades that led to a more user-friendly application.

Setup a Jenkins continuous integration server to enable automated testing.

Web Developer & Online Media Associate at Ripley's Entertainment (Jim Pattison Group)
November 2013 - December 2015

Assisted in launching and then maintaining 20+ new responsive mobile-friendly Wordpress PHP web properties.

Created interactive experiences both for mobile and in-location touchscreens installations using HTML, CSS, and Javascript.

Created a custom Node.js user tracking and analytics solution to anonymously track visitors using our interactive apps.

Used Python to parse large web analytics in order improve our content marketing strategies.

Marketing Assistant & Video Producer at University of Florida Housing & Res. Education
March 2012 - June 2013

Maintained and helped transition the official UF Housing website at www.housing.ufl.edu to a Wordpress website.

Redesigned Housing's channel identity package for "ResTV" using Adobe After Effects and Photoshop to design and animate.

Created video content for UF Housing's social media channel as well as various live presentations.

OTHER WORK

Freelance video production.
Live video direction for non-profits and small events.
Event organizing and production.