

Erik Gustavo Bautista Santibañez

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TECHNICAL SKILLS

Languages: Swift, TypeScript, JavaScript, HTML, Rust, Python

Frameworks: SwiftUI, UIKit, AppKit, Concurrency, Core Data, Observation, AVKit, Vapor, Hummingbird, Node.js, Vue.js, Vite, Next.js, Express, React, MariaDB

Tools: VSCode, Xcode, Git, GitHub Actions (CI/CD), YouTrack, AWS (EC2), Hetzner (Cloud), Cloudflare, Docker

EXPERIENCE

Product Manager

Feb. 2024 - Dec. 2024

Irvinesoft Inc

Irvine, California

- Collaborated with cross-functional teams to ensure seamless integration of features while also maintaining stability across releases.
- Optimized application rendering, resulting in 50% performance improvement across iOS and macOS platforms.
- Redesigned key components and maintained BookPod, improving user experience and following best practices from Apple's Human Interface Guidelines.
- Designed and implemented AI Voice Studio using SwiftUI, enabling rapid prototyping and deployments.
- Designed and developed Croppy, a Shopify Theme App Extension built using Vue.js, Vite, and Express.
 - * Provides tools for customers to crop and upload images to orders, enhancing Shopify theme functionality.
 - * Designed a scalable backend with Express.js to handle image uploads, storage, and retrieval, using a cloud database for persistent storage.
 - * Implemented subscription model based on the number of images uploaded by customers, utilizing Shopify's subscription API to manage billing and pricing tiers.

Test Automation Internship

Jun. 2020 - Aug. 2020

Accenture

Austin, Texas

- Developed unit tests for various scenarios, increasing the quality assurance for the product.
- Collaborated with cross-functional teams to report issues found white testing.

Information Technology Internship

Jun. 2019 - Aug. 2019

KIPP Texas Public Schools

Austin, Texas

- Serviced over 100+ laptops within the first week of employment.
- Performed diagnostics, repairs, and utilized problem-solving skills to identify and resolve technical issues.

PROJECTS

Mochi | *Content Viewer for Apple Devices*

Aug. 2023 – Feb. 2024

- Designed and developed iOS and macOS application using Swift 5.9, SwiftUI, and The Composable Architecture.
- Implemented modular-based source system, allowing users to extend the functionality of the application.
- Facilitated releases on TestFlight and utilized GitHub for issues reporting.
- Developed using Next.js, MDX, TypeScript, and Tailwind CSS.
- Built a custom documentation page to help users easily navigate and understand how to use the app.
- Focused on creating an intuitive user interface while ensuring a seamless browsing experience.

Anime Now! | *SwiftUI, Swift*

Sep. 2022 – Mar. 2023

- Designed and developed using SwiftUI and The Composable Architecture, reaching over 500 stars on GitHub.
- Added the ability to track progress and create watchlists via Core Data.
- Delivered new features based on community feedback.
- Utilized GitHub Actions to provide continuous integration and deployment.

Safer Together | *UIKit, Core Data, Python*

Sep. 2021 – Mar. 2022

- Developed an iOS application using UIKit, and FastAPI serving as the web server.
- Implemented a report system for notifying any potential exposures, communicating between the server and client.
- Manage server and local database synchronization for a more consistent data flow.

Juan Escobedo Photography | *Photo and Video Portfolio*

Aug. 2021 – Oct. 2021

- Developed using Next.js, Bootstrap, and TypeScript to enhance performance and maintainability.
- Integrated event galleries from SmugMug API to enable clients to view their content, increasing user interaction.
- Gained hands-on experience with modern frontend development practices and API integration.

We-Go | *Autonomous Vehicle Scheduling Platform*

Jan. 2021 – Apr. 2021

- Collaborated in a cross-functional team, serving as Scrum Master, DevOps Engineer, and Full-Stack Developer.
- Applied Agile methodologies to ensure iterative development and continuous improvement.
- Developed using HTML, Bootstrap, and jQuery for a responsive user interface.
- Implemented a robust backend using Python, FastAPI, and MongoDB to support real-time scheduling and data management.

Grimewear | *Ecommerce Website*

Aug. 2020 – Nov. 2020

- Developed a retro Windows 95-inspired e-commerce site using JavaScript, HTML, CSS, JavaScript, and jQuery.
- Integrated Shopify API to enable seamless online shopping experience.

OUTSIDELOOKINGIN | *Lifestyle Website*

Apr. 2020 – Jul. 2020

- Built a retro-themed website using HTML, CSS, JavaScript, and jQuery.
- Gained hands-on experience with DOM manipulation, allowing interactive and dynamic updates.

PrismUI | *AppKit, SwiftUI, Objective-C, C++*

Sep. 2019 – Jun. 2022

- Designed and developed macOS application that interacts with HID USB to modify keyboard lighting.
- Utilized Apple's native libraries to establish intercommunication between hardware and software.
- Transitioned from Objective-C to Swift and SwiftUI, reducing error-prone code and increase maintainability.

EDUCATION

St. Edward's University

Austin, Texas

Bachelor of Science in Computer Science

Aug. 2018 - Jun. 2023

- Relevant Courseworks: Software Engineering, Mobile Programming, User Interface & User Experience, Programming Languages, Web Programming