Ralph L. Cachero

iOS Mobile Developer

Location: Irvine, CA

Email: ralph.cachero@gmail.com

Website: http://rcachero.github.io/

https://www.linkedin.com/in/ralphcachero

An engineer with a year experience as an iOS developer and 8 years experience as a Solutions Engineer in a client facing role. Applying the knowledge of the customer experience towards mobile design and development, focus on the products and big picture, not just the code. Personally programmed over 10 mobile apps for iOS in Swift and successfully executed updates to an existing app on the app store. Keen appreciation and implementation of simplistic mobile design.

Languages & Tools:

- iOS Development
- Swift
- Objective-C
- CocoaPods
- JavaScript
- HTML/CSS
- Github/Bitbucket
- XCode
- Object-Oriented Programming
- Pivotal Tracker/JIRA
- JSON

Summary of Qualifications:

- Updated a company released app on the App store written in Objective-C. Self-driven programmer with a continued passion for learning and enhancing my skills. Primary focus is Swift language on iOS. Working on converting company app to Swift.

- Over 7 years of experience as a customer facing engineer providing pre and post-sales support. Responsible for testing, implementing, and troubleshooting wired and wireless A/V network devices. Familiar with video streaming protocols RTSP, RTMP, HLS, and MPEG TS.

- Able to interact with clients to understand their system requirements, and to design a end-to-end solution based on the latest technology and practices.

- Collaborates closely with hardware and software product development to help enhance existing products and also provide new product ideas.

- Able to multi-task and work efficiently under tight time constraints. Outstanding communication skills, self-motivated, result-oriented, and a great team player.

Work Experience:

iOS Developer   February 2016 – Present

Teradek, LLC. ; Irvine, CA

- Responsible for bug fixing and updating apps on the App store. Working on converting the current applications to Swift. Collaborating with iOS team on cleaning up the code and trying to implement best practices for design and development

- More focus on Apple Swift language and familiar with Xcode Stack Views. Also created personal projects for Apple's tvOS.

Solutions Engineer   August 2012 – January 2016

Teradek, LLC. ; Irvine, CA

- Delivered on-site client facing demonstrations and provided pre and post-sales support. Designed and integrated product solutions to help meet customer requirements in the cinema and broadcasting industry. Recommended best practices for streaming over the public internet and in heavily congested WiFi areas.

- Performed blackbox testing of the Teradek Product Line, including iOS applications. Provided user experience feedback to improve functionality and ease of use. Created and maintained test plans to keep up to date with each release of firmware.

- Familiar with H.264 encoding and Live Internet Streaming to a CDN, such as Ustream, Livestream, Justin.tv, Twitch.tv and Akamai. Implemented and configured server software, such as Wowza Media Server and Adobe Media Server.

Applications Engineer – Network Technologies   April 2009 – August 2012

Extron Electronics; Anaheim, CA

- Interfaced with clients on a daily basis for system designing, trouble-shooting, and to provide product specifications for their audio, video, and control system needs.

- Managed simultaneous deadline driven custom multimedia system designs from inception to completion, a process that includes drafting proposals and schematics, programming graphical user interfaces (GUI), and providing installation of and troubleshooting support for Extron's product line.

- Designed AV systems using existing and new technologies including monitors, projectors, audio amplifiers, audio processors, and video processors of a variety of video formats.

- Tested Extron's Streaming Products utilizing the latest tools in order to be aware of risks and early indicators of problems and improve product reliability.

Read Write (RW) Channel Engineer   June 2008 – Dec 2008

Western Digital; Lake Forest, CA

- Executed hard drive quality control testing, through script validation, hardware integration, and error analysis, to enhance product line value. Concentrated in recording channel mixed signal processing IC integration for hard disk drive products.

- Implemented rigorous and extensive testing programs, utilizing custom scripts to identify points of failure within hard drives and conducted statistical data analysis based on various dimensions of drive parameters.

- Collaborated with recording head and media, servo control, electronics and test process engineers to achieve optimum system-level design by providing drive failure analysis data, especially in the area of read channel.

Education:

University of California, Irvine   **June 2008**

Bachelor of Science in **Electrical Engineering**

- Relevant Engineering Coursework: Digital Signal Processing, Network Analysis, Digital Systems, Electronics, Circuit Design, Communications, Machine Vision

- Relevant General Coursework: Research and Writing, Economic Fundamentals, Management Fundamentals

Independent Coursework
- Free Code Camp – HTML, CSS, JavaScript
- Team Treehouse
- Codeschool