




# Josue Espinosa


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## SKILLS

Programming Languages C, C#, C++, Java, JavaScript, Kotlin, Objective-C, PHP, Python, Swift

Mobile Technologies UIKit, SwiftUI, Core Data, Core Location, AVFoundation, SQLite, Kotlin Multiplatform, CocoaPods, SPM, SnapKit, SpriteKit, Git, Core Graphics, MapKit, Speech, TipKit, XCTest, Unity, Unreal Engine

## EXPERIENCE

 Intuit  
June 2019 – Present


### Senior iOS Engineer

- Developed new features for QuickBooks Workforce apps on iOS and Android, serving over a million users
- Led modular code implementation, optimized the codebase, drove REST API design, resolved user issues, and conducted code reviews to ensure high-quality software

 VYNL  
March 2015 – June 2019


### Full Stack Engineer

Created and maintained software for clients ranging from small businesses to enterprise corporations

 Yale University  
May – August 2017


### Android Engineer

- Optimized sync efficiency for Yale Trellis Android app, slashing time by 92% with compression algorithms and API updates
- Collaborated with Backend Engineers to streamline device/server sync, reducing API calls
- Improved app stability, UI, and performance through bug fixes and optimizations

 Jimmy John's  
May – August 2016

### Frontend Engineer

Engineered advanced data import/export functionality with robust data mapping and configurable parameters. Implemented drag-and-drop interface enabling dynamic item reordering within web applications. Redesigned and optimized database schema for enhanced performance and scalability.

 SNOCRU  
March – Sept 2015

### Android / iOS Engineer

- Led the transformation of SNOCRU to version 3.0, driving a comprehensive UI overhaul
- Enhanced tracking algorithms, significantly boosting precision and efficiency
- Introduced interactive heat mapping for real-time speed and density visualization
- Expanded functionality with Apple Watch and Pebble Smartwatch integration

 Hewlett-Packard  
July – October 2014

### Software Developer


Created a real-time collaboration tool connecting Boise and Rio de Janeiro offices, using AngularJS, C#, and Google Chrome Developer tools

 OFFTHEFIELD  
March 2013 – July 2014

### iOS Engineer


- Led development of a cutting-edge iOS app enabling advanced video playback features, including dual-view modes and real-time drawing tools, tailored for athlete performance analysis
- Implemented intuitive time-control functionalities to enhance user engagement and experience

## EDUCATION

 University of Auckland  
New Zealand

### Undergraduate Project in Computer Science, A+ – Auckland, NZ


Conducted research and wrote a paper under the supervision of the director of computer science on generating song lyrics with a recurrent neural network using long short-term memory.

 University of Idaho  
United States of America

### Bachelor of Science in Computer Science, 3.51/4.00 – Moscow, ID

Courses in algorithms, data structures, artificial intelligence, machine learning, programming languages, computer architecture, operating systems, databases, theory of computation, compiler design, and many others covering important components of theory, abstraction, and design.

## PUBLICATIONS

 Meet Cyrus  
April 8 - 12, 2019

### 34th ACM/SIGAPP Symposium On Applied Computing – Limassol, Cyprus

Godinez, Josue Espinosa, and Hasan M. Jamil. "Meet Cyrus – The Query by Voice Mobile Assistant for the Tutoring and Formative Assessment of SQL Learners." Proceedings of the 34th ACM/SIGAPP Symposium on Applied Computing. ACM, 2019.