

Gus Llamas

Software Engineer

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EXPERIENCE

Microsoft, Redmond, WA — *Software Engineer II*

May 2022 - PRESENT

- Leveraged cutting-edge technologies to develop features for M365 and GamePass, unlocking access to the Chinese market.
- Achieved remarkable results, generating tens of thousands of dollars in monthly revenue for the company.
- Primary responsibilities included harnessing React, C#, and GraphQL to craft innovative solutions.

T-Mobile, Bellevue, WA — *Sr. Software Engineer / iOS Engineer*

December 2016 - April 2022

- Designed, developed, and led teams of engineers responsible for iOS, Android, and web applications, microservices, and CI/CD pipelines.
- Leveraged CoreBluetooth, ARKit, and CallKit to enhance user engagement and communication features in various projects resulting in a more immersive and seamless customer experience.
- Successfully implemented web services and push notifications, optimizing network-client communication for superior user experiences.

Sault Ste. Marie Innovation Centre, Sault Ste. Marie, ON — *Web developer*

April 2016 - Aug 2016

- Improved web sites with integrated ArcGIS mapping services to create and design city streetlights efficiency systems.

Algoma Games for Health, Sault Ste. Marie, ON — *Games Graphics Engineer*

January 2014 - April 2016

- Scripted and developed video game logic, along with UI logic tailored for mobile devices, while also creating animations for 2D/3D assets.
- Conducted rigorous testing and quality assurance for projects undertaken at Sick Kids Hospital and OLG.
- Committed to enhancing the user experience (UX) and ensuring video game accessibility for children afflicted with Juvenile Idiopathic Arthritis, involving extensive research and development.

SKILLS

Full stack development:

- Web applications
- Mobile applications
- Desktop and Mobile games
- CI/CD pipelines
- Unit, Integration and E2E testing
- Feature development design documentation

Team management:

- Technical proficiency in the tech stack
- Leadership to inspire and motivate
- Effective communication both with the team and stakeholders
- Planning, scheduling, budgeting and risk assessment of projects

LANGUAGES

Frontend:

Swift, ObjC, RxSwift, TypeScript, Javascript, React, NextJS, Java, Kotlin

Backend:

Go, C#, Python, GraphQL, Azure DevOps pipelines

Project management:

Azure DevOps, Jira

EDUCATION

Algoma University, Sault Ste. Marie, ON — *Video Game research program*

June 2014 - August 2015

Assisted Algoma University to receive a diploma in Video Game research and development in 2015

Universidad de Colima, Colima, Mexico — *Bachelor's*

August 2010 - June 2014

Bachelor's degree received in Computer Science as Software Engineer at University of Colima in 2015.

PROJECTS

PIPL Consent Feature for M365 — *M365, Microsoft*

Spearheaded the design and implementation of a transformative feature that extended Microsoft 365's reach to the vast Chinese market. Leveraging cutting-edge technologies including React, TypeScript, C#, GraphQL, and Azure DevOps pipelines, I meticulously orchestrated the development process, ensuring seamless integration and optimal performance. This achievement resulted in the unlocking of the Chinese market for M365 users, leading to an extraordinary influx of tens of thousands of dollars in monthly revenue. This endeavor not only showcased my technical prowess but also highlighted my strategic vision in harnessing technology to drive substantial business growth.

Visual VoiceMail/eDigits/BHC — *Technology, T-Mobile*

Led a comprehensive cross-platform project that encompassed the development of iOS, Android, and web applications, enabling users to effortlessly access and manage their voicemails, and home and business phone numbers.

In my role as a leader, under the guidance of Prakasa Bellam, I guided and managed two teams of engineers, overseeing every phase of the project, from conceptualization and design to implementation and deployment.

As an iOS engineer, I spearheaded the development from initial design to completion, employing Swift and RxSwift for robust application development, crafting a cross-platform UI using React Native to ensure seamless functionality on both iOS and Android, and conducting end-to-end testing using XCTest, XCUITest, and Appium, delivering a high-quality product.

This resulted in the delivery of feature-rich applications, offering users control and convenience in their communication experience.