



JUAN CORZO

SOFTWARE DEVELOPER & UX ENGINEER

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WORK EXPERIENCE

APPLE INC.

Software Engineering Manager, 2020 - present

Currently leading a team of software engineers within Strategic Data Solutions. My team designs, builds and supports different internal software products across Apple. Mainly focused on manufacturing, fraud mitigation and learning & development.

APPLE INC.

Senior Software Engineer & Tech Lead, 2015 - 2019

Worked as an intern on the Developer Technologies HI Team for the 2015 summer. My project was selected to be shown to our department director. Currently working as a UX Engineer and developer in the Data Solutions team. Designing and building internal applications in different fields across the company.

SPINN TECHNOLOGIES

Co-Founder and Developer Manager, 2013-2014

Co-Founded a Software Development company in Guatemala which now has more than 35 clients, 6 team members and a \$150k annual revenue. Worked as Development and Product Manager focused on the whole software delivery process: Since the first client meetings to the final user testing.

MILLICOM INTERNATIONAL CELLULAR

Network Analyst and Product Manager, 2010-2012

Software development for data analysis for the One Network department. Platform and project management. Systems automation, improvement and troubleshooting. Big data handling techniques. KPI improvement strategies and report development.

EDUCATION

MADEIRA INTERACTIVE TECHNOLOGIES INSTITUTE

Madeira, Portugal, January 2015 - December 2015
Masters in Human Computer Interaction

CARNEGIE MELLON UNIVERSITY

Pittsburgh, PA, USA, August 2014 - December 2014
Masters in Human Computer Interaction

UNIVERSIDAD FRANCISCO MARROQUÍN

Guatemala, Guatemala, January 2011 - December 2012
Masters in Business Administration

UNIVERSIDAD DEL VALLE DE GUATEMALA

Guatemala, Guatemala, January 2006 - December 2010
Bachelors in Computer Science

DEVELOPMENT & DESIGN SKILLS

React based frameworks	● ● ● ● ● ● ● ● ● ●
Systems Architecture	● ● ● ● ● ● ● ● ● ●
NodeJS, Express	● ● ● ● ● ● ●
Postgres, MySQL, Redis	● ● ● ● ● ● ●
GraphQL, TypeScript	● ● ● ● ● ● ● ●
Docker, K8s, Python	● ● ● ● ● ●
Swift, Objective-C	● ● ● ● ● ● ● ●
Sketch, Figma, Balsamiq	● ● ● ● ● ● ● ●
Adobe Suite (Ps, Ai, Ae, Pr)	● ● ● ● ● ● ●

LANGUAGES

Spanish & English	● ● ● ● ● ● ● ● ● ●
Portuguese & French	● ● ● ● ● ● ●
Mandarin (HSK4 level)	● ● ● ● ●
Italian, Persian	● ● ●

AWARDS

iCONTEST FINALIST

Apple Inc. California, USA, 2015

My team was one of the 13 finalist on the Apple's iContest of 2015. Our project was one of 4 presented to our Software VP

1ST PLACE HACK HOLYOKE HACKATHON

Mount Holyoke's University of Massachusetts, USA, 2014

Developed ARM Project: Javascript Augmented Reality controlled by the Myo Armand using awe.js, three.js and the Myo API.

1ST PLACE HACKNC HACKATHON

Chapel Hill's University of North Carolina, USA, 2014

Developed Guardian: An iOS application that uses collision and pattern detection to detect emergencies and notify accordingly.

2ND PLACE CMU IOS CHALLENGE

Carnegie Mellon University, Pittsburgh, USA, 2014

Developed ProportionAte: An iOS application that uses OCR and AirDrop functionalities to split the bill between friends.

HOBBIES AND ACTIVITIES

- Coding Competitions Hackathons
- Football (Soccer) World Cup 2014, 2018 attendant
- Photography
- Traveling Lived in USA, Portugal & China
- Music Festivals Tomorrowland member
- Running Chicago marathon runner