# Andre Villanueva

**Software Developer — Mobile, Web & Automation**

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## SUMMARY

Generalist developer who ships across the stack: native Apple apps (Swift/SwiftUI, two App Store releases), Firebase and Node.js backends, Python automation and scrapers, and web (HTML/JavaScript/WordPress). Self-taught since 2010 and comfortable picking up any language a project needs, with AI coding tools in the daily workflow.

## SKILLS

**Languages:** Swift, Python, JavaScript, Objective-C, C++, bash

**Apple platforms:** SwiftUI, UIKit, Swift Concurrency, watchOS, visionOS, RealityKit/ARKit, WidgetKit, Live Activities, StoreKit 2, CloudKit, MapKit, Swift Charts

**Data & backend:** Firebase (Firestore, RTDB, Auth, Cloud Functions), SwiftData, Core Data, Node.js, REST/JSON, GitHub Actions

**Web:** HTML/CSS, JavaScript, WordPress, SEO

**AI & automation:** Claude Code, Cursor, OpenAI/Anthropic/Gemini APIs, function calling, agent loops, Selenium, scraping

## EXPERIENCE

**Founder & Lead iOS Developer** — Bang Bang Studios (independent app studio), Los Angeles — 2010 – Present

- Shipped 2 apps to the App Store (Belize Lottery, rated 4.0, live since 2019; Would You Rather: TruthFinder) and lead 5 apps in active development spanning iPhone, iPad, Apple Watch, Vision Pro, widgets and Live Activities.
- Maintain ~600K lines of Swift and ~6,000 automated tests (XCTest + Swift Testing) across five SwiftUI codebases, ranging from 21K to 298K lines each.

**Contract Developer** — Sony (via professional screenwriter), Remote — Oct – Dec 2025

- Built a Git-versioned screenplay development system for a feature-film adaptation — project bible, source-material database, Fountain act/scene templates and 10+ continuity/QC checklists — used daily by the screenwriter and collaborators.

**Freelance Web & iOS Developer** — Independent small-business clients, Los Angeles — 2015 – Present

- Build and maintain a network of multi-brand WordPress marketing and booking sites (300+ pages) with a reusable template system, a config-driven site scaffolder (bash/Python) and a Yoast-based SEO workflow.

## PROJECTS

**Stamp** — *SwiftUI · Firebase (Firestore, Auth, FCM, Crashlytics) · Node Cloud Functions · watchOS · ActivityKit · OpenAI* — Production / TestFlight

- Built a ~298K-line SwiftUI + Firebase workforce platform (iPhone, Apple Watch, Live Activities, 51 widgets/complications) in daily production use by a 16-person service business.

**Belize Lottery** — *SwiftUI · SwiftData · Firebase RTDB · WidgetKit · ActivityKit · StoreKit 2 · Python scraper on GitHub Actions · fastlane* — App Store · v4.0 rebuild in submission

- Shipped and maintained Belize Lottery on the App Store (rated 4.0; 489 commits 2017–2021): Firebase Realtime Database, OneSignal push with deep links, localized into 6 languages with UI tests.
- Rebuilt the app from scratch in SwiftUI (v4.0) for iPhone, iPad, Apple Watch, widgets and Live Activities on Firebase RTDB + SwiftData, with StoreKit 2 "Remove Ads" and consent-compliant AdMob.

**Vision Pet** — *visionOS 27 · RealityKit ECS · ARKit (world, plane, hand tracking) · SharePlay · iOS/watchOS companions · Swift 6* — In development

- Built a ~117K-line visionOS 27 virtual-pet app in RealityKit/ARKit — 47 custom ECS components and systems, navmesh roaming, hand-tracked petting and SharePlay — with iPhone and Apple Watch companions sharing one simulation core.

**Early LLM Tools (2023)** — *Python · OpenAI GPT-4 · tiktoken · Gmail API · YouTube Data API · Flask* — 2023 – 2024

- Built a scheduled Python pipeline that runs 18 GPT-4 prompts, renders the results to HTML/PDF and emails a daily report through the Gmail API (Mar 2023).

## EARLIER WORK

C++ games (2010–11), Objective-C iOS (2012–14), Would You Rather (App Store, 2018), Python automation (2019–). QA beta tester, Activision (2004).

## EDUCATION

Self-taught software developer (2010–present: textbooks, WWDC sessions, online university lectures) · Coursework at Los Angeles Trade-Technical College (2009) and El Camino College (2008)