

Javier Solorzano

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Software Engineer

Proven technical leader with 6+ years of software development experience focused on user experience development and design. Skilled in leading software projects that deliver robust, unit-tested, and efficient software applications on Apple platforms. Expertise in Human-Computer Interaction and creating first-class user interfaces. Technical experience includes application, framework, and daemon development and design.

SKILLS

Programming Languages: Swift, Objective-C, C/C++

Tools & Frameworks: Xcode, iOS, macOS, visionOS, tvOS, SwiftUI, UIKit, AppKit, Git, Sketch

PROFESSIONAL EXPERIENCE

Fieldwire by Hilti, San Francisco, CA (Remote)

05/2025 - Present

Software Engineer - iOS

As an engineer on the iOS team, I lead key projects in the app including implementation of on-device AI models, 3D graphics support, and SwiftUI adoption. Our team focused on delivering state of the art features requested by our customers while maintaining stability, usability, and trust in a \$MM construction management application used worldwide.

- Leading Building Information Modeling implementation on iOS
- Leading adoption & design of Liquid Glass required in iOS 27
- Led UX development for Field Intelligence features
- Implemented Apple Intelligence backed on-device LLM system
- Developed new UI for updated in-app custom camera
- Implemented forms links features requested by customer
- Led adoption of SwiftUI as a team wide standard UI practice
- Maintained unit test standards across the team
- Collaborated with Product team on design with Apple HIG

Apple, Cupertino, CA

04/2022 - 05/2025

Software Engineer - iOS, macOS, visionOS, tvOS

As a senior engineer on the Core Wi-Fi team, I led key development projects for features across the consumer product line. Our team focused on customer experience of Wi-Fi including design and development of new products, bug tracking, and interface design. We also served as UX specialists in the Sensing & Connectivity organization within software engineering.

- Led cross platform UI framework initiative to unify shared iOS, macOS, and visionOS frameworks used in 26 OS line
- Maintained and developed Wi-Fi elements in System Settings, Core WLAN framework, and macOS menu bar
- Collaborated across company with UI framework teams to expand API in AppKit, UIKit and SwiftUI
- Built and maintained Apple internal application for iOS & macOS wireless diagnostics
- Led team-wide software quality initiative through unit testing, code review, source control, and

- Managed onboarding experience and documentation for interns and incoming engineers
- Developed Personal Hotspot Control Center widget introduced in iOS 18
- Supported development of notification system for iPhone Mirroring feature
- Led cross platform framework development for parsing wireless packets used in N1 chip
- Supported development of framework and daemon for Find My Precision Finding feature introduced in iOS 17 and used in AirTag (2nd gen)
- Designed and developed user notification of split SSID networks in iOS 16.4 and macOS 13.4
- Implemented System Settings redesign for Wi-Fi pane in macOS 13

TRUCE Software, Baton Rouge, LA (Remote)

06/21 - 04/22

Software Engineer - iOS

Worked as one of two engineers on the iOS team supporting the development and maintenance of a \$MM native application in Swift & UIKit. Additionally, I worked with the product team to develop features targeting customer efficiency.

- Supported native iOS application including testing, debugging, and implementation of new features
- Reduced onboarding time of product by more than 3 times through custom beacon finding feature
- Led team adoption of task management boards, TDD, code refactoring, and source control standards

Marathon Petroleum Corporation, Garyville, LA

06/20 - 06/21

Systems Engineer

Maintained systems in process control safety equipment for 3rd largest refinery in the U.S.

Responsible for keeping the safety systems operational in 3 unites by working with operators, contractors, and other engineers in process controls.

- Wrote .NET applications for reporting KPI metrics to upper management
- Programmed emergency safety systems logic controllers and human-machine interface to OSHA safety standards
- Managed Honeywell networking infrastructure to ensure redundancy and security

EARLY CAREER EXPERIENCE

Software Developer at JLP Engineering **Student Software Developer** at LSU Department of Physics
Software Engineering Intern at Chevron

EDUCATION

Georgia Institute of Technology M.S. in Computer Science Specialization in HCI
Louisiana State University B.S. in Computer Engineering

COMMUNITY ENGAGEMENT & ADDITIONAL INFORMATION

MentorSHPE Mentor **Volunteer** | IntelliChoice **Math Volunteer Tutor** | CodeEdit **Contributor** |
 Spanish speaking and reading fluency