

Javier Solorzano

javiersolorzano@icloud.com | (415) 999-4997 | linkedin.com/in/jav-solo | github.com/jav-solo

Senior Software Engineer

Proven technical leader with 5+ years of software development experience focused on user interface development and design. Skilled in leading software teams to 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 framework and daemon design and development.

SKILLS

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

Tools & Frameworks: Xcode, iOS, macOS, visionOS, SwiftUI, UIKit, AppKit, Visual Studio Code, Git, Sketch

PROFESSIONAL EXPERIENCE

Apple, Cupertino, CA

04/2022 - Present

Senior Software Engineer (09-24 - Present) | **Software Engineer** (04/22 - 08/24)

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

- Leading cross platform UI framework initiative to unify shared iOS, macOS, and visionOS frameworks
- Maintain and develop Wi-Fi elements in System Settings, Core WLAN framework, and macOS menu bar
- Collaborate across company with UI framework teams to expand API in AppKit, UIKit and SwiftUI
- Built and maintain Apple internal application for iOS & macOS wireless diagnostics
- Lead team-wide software quality initiative through unit testing, code review, source control, and documentation standards
- Manage onboarding experience and documentation for interns and incoming engineers
- Developed Personal Hotspot Control Center widget introduced in iOS 18
- Expanded wifivelocityd daemon to collect data for wireless diagnostics in iOS 18 & macOS 15
- Led cross platform framework development for parsing wireless packets
- Supported development of framework and daemon for Find My Precision Finding feature introduced in iOS 17
- 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

06/21 - 04/22

Software Engineer

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 units 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

LSU Department of Physics, Baton Rouge, LA

01/20 - 05/20

Software Developer

In conjunction with BR Bytes, we developed the programming exercises and tutorials for their curriculum. Additionally, I developed websites and served as linux DBA for our developers

- Wrote C/C++ BLE communication programs for ARM-based SoC using Mbed
- Managed system administration in a Linux environment for development team
- Supported curriculum development for high school level computer science education course

JLP Engineering, Baton Rouge, LA

05/18 - 12/19

Software Developer

Began as Summer intern and became part-time software developer working on robotic automation. I researched and developed ways to recognize and pick bolt studs for chamfering

- Supported C++ code base written using ROS for Fanuc robotic arm in industrial automation
- Implemented algorithms for object recognition software using OpenCV, IR and time-of-flight sensors, and cameras

EDUCATION

Georgia Institute of Technology

M.S. in Computer Science, Specialization in Human-Computer Interaction 2026

Louisiana State University

B.S. in Computer Engineering, Minor in Computer Science

COMMUNITY INVOLVEMENT & ADDITIONAL INFORMATION

Volunteering: Volunteer MentorSHPE Mentor, Math Tutor at IntelliChoice

FOSS Contributions: CodeEdit app on [GitHub](#)

Related Hobbies : Game Development using Unity, GameplayKit, and SpriteKit

Other Languages Spoken: Spanish (Fluent)