

Jose Salalima

josesalalima.com

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Leads in building platforms and APIs that understand product and design needs while facilitating developer efficiency.

Specializes in web applications and iOS development using AI, React, Swift, and other technologies.

Collaborates to establish frameworks and standards that promote consistent developer output, interface designs, and user experience.

Software Engineering Manager

LinkedIn

May 2018 ~ April 2025

Led enterprise recruiter software Reporting Platform team for agentic AI driven analytics. Created onboarding and retention experiences for consumers and enterprise users on LinkedIn Learning ([linkedin.com/learning](https://www.linkedin.com/learning)). Redesigned core products.

iOS Native & Web Developer

Apple

June 2012 ~ April 2018

Fortified design guidelines, standards, and a framework for web apps by collaborating with Marketing, Human Interface Design, and other departments. Created and maintained high-profile tools across the entire Software Engineering department.

Software Engineer

Raytheon

January 2008 ~ June 2012

Granted Top Secret / SCI government clearance. Expertise in statistical and geographical data visualization of SIGINT on an international scale. Launched a product with three other developers that was awarded an additional \$5 million in funds by the DoD.

President

Cal Poly Spectrum

September 2005 ~ June 2007

Oversaw university's relationships with local programs such as PFLAG, Pride, and Fusion. Coordinated initiatives such as conferences and panels to promote LGBT awareness. Rebranded and rewrote the club's identity and bylaws and launched its first flash website.

Languages & Frameworks

Claude Sonnet, OpenAI GPT 4o, shadcn/ui, Next.js, React, Java, JavaScript, Presto SQL, Scala, Swift, HTML/CSS, D3 Charts, Highcharts, Ember, Angular, Ruby...

Software

Cursor, Vercel, v0, VSCode, IntelliJ IDEA, Apache Spark, Xcode, Sublime Text, Photoshop, Illustrator, Balsamiq, RSTed...

Software Engineering

Santa Clara University

2009 ~ 2010

Courses: iOS Development, Design Patterns, Object Oriented Programming, Language Truth and Logic

BS in Computer Science

Cal Poly, SLO

2003 ~ 2007

Electives: Artificial Intelligence, Computer Graphics, Computer Animation, Fundamentals of Drawing