



ARNOLD BIFFNA
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PROFESSIONAL SUMMARY

Mobile Engineer with 10+ years building and shipping iOS and Android apps using .NET MAUI/Xamarin (C#), React Native (TypeScript), Swift, and Kotlin. Delivered end-to-end mobile features from Figma designs through App Store and Google Play releases, including API integrations, native SDK bindings, and post-release support. Experience includes agentic AI workflows for software delivery, and integrating Apple Intelligence-powered AI features into mobile applications via it's LLM. Trusted on high-visibility products for GM Financial, Guitar Center, Deluxe Entertainment, and Walt Disney Internet Group.

SKILLS

Mobile Frameworks: .NET MAUI, Xamarin, React Native

Languages: C#, TypeScript, JavaScript, Swift, Kotlin, SQL, ActionScript

Backend & Data: ASP.NET, Stored Procedures, MySQL, SQLite, PostgreSQL

Cloud & DevOps: AWS, Azure, Azure DevOps, Git, Jira, Confluence

Tools: JetBrains Rider, Visual Studio, VS Code, Android Studio, Xcode, Claude, Codex

WORK EXPERIENCE

Software Engineer III @ GM Financial (Nov 2024 to Dec 2025) Irving, TX (Remote)

- Develop and maintain .NET customer account management mobile apps GMFinancial & Cadillac Financial
- Build and integrate native iOS (Swift) and Android (Kotlin) bindings for .NET MAUI/Xamarin
- Serve as SME for native bindings, Adobe push/event integrations, and mobile platform-specific behavior.
- Collaborate in Agile sprint cycles with daily standups and Azure DevOps workflows.

Lead Mobile Developer @ Guitar Center (Jun 2021 to Aug 2024) Westlake Village, CA (Remote)

- Maintained and delivered features for the Guitar Center and Musician's Friend retail apps.
- Led migration of major Xamarin app areas to .NET MAUI.
- Supported React Native conversion initiatives from existing Xamarin architecture and features.

Software Architect @ Teaching Textbooks (June 2014 to June 2021) Oklahoma City, OK (Remote)

- Architected a multi-platform children's e-learning suite across iOS, Android, PC, Mac, and Chromebook.
- Delivered and maintained 10 courses (English and Math) across mobile and desktop platforms.
- Rewrote major client-side ActionScript components and developed server-side ASP.NET/C# services.
- Established team workflows across Git, Jira, and JSFL automation; onboarded new developers.
- Built and maintained desktop installer applications for PC and Mac distribution.
- Developed internal utilities and conversion tools in .NET/C# to streamline content workflows.

Xamarin .NET Developer @ JCMR Technology (Dec. 2018 to May 2019) Charlotte, NC (Remote)

- Created xUnit test coverage in C# for an Android-based FEMA disaster inspection application.
- Used Entity Framework and Team Foundation Server in a regulated, client-facing workflow.

Software Engineer @ Deluxe Entertainment (Nov. 2013 to May 2014) Burbank, CA

- Developed media catalog features using C#, ActionScript, MySQL, PHP, and SOLR.

Software Engineer @ Jam City (Jun. 2011 to Oct. 2013) Beverly Hills, CA

- Built game and app features with C#, ActionScript, JavaScript, jQuery, AdapTV, and Facebook API.

Software Engineer @ Walt Disney Internet Group (Feb. 2010 to Jun. 2011) North Hollywood, CA

- Developed ActionScript features for movie sites including TRON, Cars 2, Tangled, and Mars Needs Moms

Software Engineer @ Midnight Oil Creative (Jun. 2009 – Oct. 2009) Burbank, CA

- Developed ActionScript features for Disney music sites including Jonas Brothers and Radio Disney

EDUCATION

Bachelor of Science - Software Development @ Western Governors University

Associate Degree - Computer Science @ Mount Royal College/University of Calgary

Certifications: ITIL Foundation Certificate in IT Service Management, CompTIA Project+, CompTIA A+