



iOS Developer

Lautaro Pinto

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[Portfolio](#)

ABOUT ME

iOS Developer | Swift Specialist | Product-Focused Mobile Engineer

iOS Developer with 6+ years of experience building high-performance apps and SDKs across fintech, payments, and education sectors. I specialize in modern Swift and SwiftUI, crafting scalable architectures and delivering features that directly improve product value and user experience.

I've led architectural migrations, reduced technical debt, and improved retention and crash-free rates. Currently building a SwiftData-powered habit tracker for iOS 18 and exploring advanced Swift Concurrency patterns to scale modern iOS codebases.

I bring a product-first mindset, collaborating closely with design, QA, and backend teams to ship features users truly care about.

SKILLS

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- **Core iOS Development** : Swift · SwiftUI · UIKit · Combine · RxSwift · SwiftData · Swift Charts
 - **Architectures & Patterns** : MVVM · MVP · VIPER / Clean Swift · Modular Architecture · Vanilla SwiftUI Architecture · Dependency Injection · Server-driven UI
 - **APIs & Data Integration** : REST · GraphQL · URLSession · JSON Decoding · Codable
 - **Persistence & Data Storage** : SwiftData · UserDefaults
 - **Build & Tools** : Xcode · CocoaPods · Swift Package Manager (SPM) · Firebase (Auth, Firestore, Crashlytics, Remote Config) · Bitrise · Xcode Cloud
 - **Testing** : XCTest, Quick, Nimble
 - **Version Control & Workflow** : Git · GitHub · Agile (Scrum, Kanban) · JIRA
 - **Languages**: Spanish (Native) · English (C1)

EDUCATION

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- **Systems Engineering** National Technological University (UTN) — Córdoba, Argentina (2015 – 2017)
 - **University Technician in Programming** National Technological University (UTN) — Córdoba, Argentina (2017 – 2019)

Academic training focused on software development, including data structures, computational logic, mobile and web programming, relational databases, and object-oriented design.

This background provided a solid foundation in problem-solving and scalable architecture, which I apply daily in mobile product development.

EXPERIENCE

Indie iOS Developer | Kaizenth | Sept 2024 – Present · Córdoba, Arg. Remote ([Kaizenth on the App Store](#))

- Designed and developed a habit-tracking app focused on long-term behavioral insights and user consistency.
- Built entirely with SwiftUI, SwiftData, and Swift Charts — no third-party dependencies.
- Created a clean, modular SwiftUI architecture using SwiftData models for advanced analytics.
- Implemented features like Habit Collections and Breaks to support users after setbacks.
- App published on the App Store with continuous updates driven by usage insights.

iOS Developer | Albo | Apr 2024 – Aug 2024 México · Remote ([albo on the App Store](#))

- Developed new features in a hybrid UIKit + SwiftUI banking app.
- Maintained a crash-free session rate above 97% by resolving high-priority bugs.
- Worked with RESTful APIs and MVVM architecture to ensure scalability and testability.
- Improved UX across several flows with attention to animations, transitions, and edge cases.

iOS Developer | Yuno | Jul 2022 – Mar 2024 · Colombia · Remote ([Yuno – Payment SDK](#))

- Built a modular and lightweight payment gateway SDK used across multiple partner apps.
- Designed for seamless integration via CocoaPods and Swift Package Manager.
- Developed an internal reusable architecture, ensuring high configurability and security.
- Collaborated with QA, design, and backend teams to deliver a stable, customizable product.

iOS Developer | Crehana | Jan 2022 – Jul 2022 México · Remote ([Crehana on the App Store](#))

- Modernized legacy UIKit components and improved layout responsiveness for iPad.
- Introduced Dependency Injection and improved MVVM structure across the app.
- Reduced technical debt by refactoring critical components and replacing storyboards.
- Enhanced onboarding and learning flows with cleaner, more maintainable code.

iOS Developer | Brubank | Apr 2021 – Dec 2021 · Buenos Aires, Arg. Remote ([Brubank on the App Store](#))

- Contributed to core banking features using UIKit, SwiftUI, and RxSwift.
- Integrated GraphQL into the data layer to improve structure and performance.
- Applied modularization principles across the UIKit codebase.
- Wrote unit tests with Quick, Nimble, and XCTest to increase coverage and reliability.
- Developed animated, responsive user interfaces under tight deadlines and in cross-squad collaboration.

iOS Developer | Naranja X | Apr 2019 – Mar 2021 · Buenos Aires, Arg. On site ([Naranja X on the App Store](#))

- Led the migration from MVC to MVP and later to a VIPER-like architecture with the architecture team.
- Designed and maintained reusable internal modules shared across squads.
- Refactored legacy components to improve performance and testability.
- Developed and maintained key features throughout multiple releases.
- Introduced unit testing practices using XCTest and helped establish the testing foundation.
- Collaborated closely with backend and design teams to ensure high-UX delivery.

Mobile Developer | IBM | Feb 2018 – Mar 2019 · Córdoba, Arg. On site ([Naranja X MVP Project](#))

- Developed a cross-platform MVP app using NativeScript and RxJS.
- Delivered rapid iterations in agile teams focused on business alignment and product goals.
- Gained early experience in mobile delivery, architecture constraints, and fast decision-making.