

# Carlos Paredes

iOS Developer

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## About Me

Results-driven iOS Developer with expertise in Swift, Objective-C. Implementing design patterns (MVVM, MVI), collaborating with cross-functional teams, and ensuring high-quality user experiences. I am skilled in managing projects and user documentation.

## Work Experience

**iOS Developer**  
GrupoGD

02/2023 - Present

- Lead the development and maintenance of iOS applications using Swift and Objective-C.
- Successfully deployed multiple apps on the App Store, ensuring a seamless release process.
- Collaborated with architecture groups to deliver scalable and reliable solutions.
- Implemented design patterns (MVVM, MVI) and followed best practices for optimal performance.

**Junior iOS Developer**  
Soluciones Roots

01/2020 - 01/2021

- Researched and implemented the latest iOS technologies.
- Implemented SOLID Principles and Design Patterns for robust and maintainable code.
- Collaborated with design teams using Figma to enhance the overall app design.
- Collaborated with a team of developers to optimize an application for scalability.

**Backend Developer**  
Superea

11/2021 - 10/2022

- Developed and maintained modules for DecimaERP using Laravel, improving system functionality and performance.
- Designed and delivered data reports using Google Data Studio for enhanced data visualization and analysis.
- Automated processes in the reception area, resulting in increased operational efficiency.

## Relevant Skills

- Swift programming language
- Objective-C programming language
- UIKit framework
- Auto Layout
- Networking (RESTful APIs, JSON, XML)
- Multithreading and concurrency
- Git version control
- Unit testing and UI testing
- App Store deployment and distribution
- Debugging and troubleshooting
- Design patterns (MVC, MVVM, etc.)
- Third-party API integration (RxSwift, RxCocoa)
- Custom UI development
- Agile development methodologies
- Collaboration and communication skills

## Personal Projects

**Cihuahack** - AR App:

08/2018

- Lead a team and designed a functional AR app showcasing Cihuatán Archaeological Park using C# Unity during the Cihuahack hackathon.

**Marín App** - Swift

01/2023

- Created an application to save sales and designed the UI/UX for an improved user interface

## Education

**Software Engineering**

05/2022

Universidad Centroamericana José Simeón Cañas

La Libertad, El Salvador