

Carlos Paredes

iOS Developer

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About Me

I'm a passionate iOS developer with 4+ years of experience bringing ideas to life. I love using Swift, SwiftUI, UIKit, and Combine to create intuitive and user-friendly apps. I'm a strong believer in clean code and well-defined architecture, so I leverage MVVM, Clean Architecture, and Coordinators to keep things organized and maintainable.

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.
- Worked on refactoring code for improved efficiency and implemented third-party frameworks in a decoupled way.

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

- *Programming Languages:* Swift, Objective-C
- *Frameworks and Tools:* SwiftUI, UIKit, Combine, Auto Layout, Networking (RESTful APIs, JSON, XML)
- *Development Practices:* SOLID principles, Design Patterns (MVVM, Clean Architecture, Coordinators), CI/CD
- *Version Control:* Git
- *Testing:* Unit Testing, UI Testing
- *Deployment:* App Store deployment and distribution
- *Security:* Mobile Security tools, Security best practices
- *Other Skills:* Multithreading and concurrency, Debugging and troubleshooting, Agile methodologies, Collaboration and communication

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

Universidad Centroamericana José Simeón Cañas

05/2022

La Libertad, El Salvador