



CARLOS HERNANDEZ

Senior iOS Developer | Swift /
SwiftUI / UIKit | Mobile Innovation

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ABOUT ME

Senior iOS Developer (6 years) with experience transitioning to React Native.

Sole iOS ecosystem owner at Eventscase (3 apps + 100+ multi-repo variants).

Actively participated in strategic migration from native apps to React Native for 1.5 years, developing cross-platform features while maintaining existing iOS apps.

Additional experience in Unity (C#) for AR/gamification.

Migrated UIKit to SwiftUI and created library of 30+ components.

Adopted AI workflows to improve productivity and code optimization.

REFERENCES

Joaquim Pintó Domingo

Eventscase CTO

Phone: +34 620 22 87 04

Email: jpinto@padcelona.com

Ivan Garcia

Eventscase CEO

Phone: +34 692 17 34 32

Email: igarcia@eventscase.com

WORK EXPERIENCE

Senior iOS Developer Eventscase LTD. 2019 - 2025

Eventscase LTD.

- Sole owner of the company's iOS ecosystem, maintaining multi-repository architecture with shared core supporting 3 base products (App, Check-in, Kiosk) and 100+ client forks, managing change propagation and minimizing merge conflicts
- Migrated UIKit code from main app to SwiftUI, applying architectural standards (MVVM, SOLID, Hexagonal) and reducing technical debt
- Developed library of 30+ reusable SwiftUI components, standardizing UI/UX and accelerating feature development across the ecosystem
- Developed AR gamification projects with Unity + EasyAR SDK, integrating them into iOS/Android apps via native bridging, including 3D virtual stand visualization exported to WebGL
- Developed in React Native (1.5 years) as part of strategic migration to consolidate iOS/Android development into unified platform, while simultaneously maintaining iOS responsibilities
- Integrated hardware SDKs (Epson, Zebra) in Kiosk app for thermal printing and label management, and data SDKs (Firebase, Realm) making autonomous technical decisions about core evolution
- Introduced applied AI workflows (Claude) to accelerate refactoring and impact analysis in multi-repo architecture

EDUCATION

Video Game Design and Development

Jaume I University
2015 - 2019

Higher Education Certificate in Telecommunications and Computer Science

IES Politècnic
2013 - 2015

Vocational Training in Electromechanical Maintenance

IES Politècnic
2002 - 2004

COURSES

Artificial intelligence applied to business 2023
Educ@tic. 250 hours

SOLID principles applied 2021
CodelyTV

iOS and SwiftUI. Complete Course From Zero to Professional 2021
CodelyTV

Hexagonal Architecture 2019
CodelyTV

CORE SKILLS & KEYWORDS

iOS Development (6 years)

- Swift, SwiftUI, UIKit, Xcode
- Architecture: MVVM, SOLID, Hexagonal
- Async/await, Combine
- UIKit → SwiftUI migrations
- Component library development
- Testing: XCTest, XCUITest

Mobile & Cross-Platform (1.5 years)

- React Native, React, JavaScript/TypeScript
- iOS/Android native integration

Architecture & Scalable Systems

- Multi-repository architecture (100+ apps)
- White-label systems
- Modularization and Dependency Injection
- Legacy code modernization
- Fork-based deployment strategy

Backend & Data

- APIs REST, Firebase, Realm, Supabase, SQL
- Third-party SDK integration (EasyAR, Epson, Zebra)
- Push notifications (FCM, APNs)
- OAuth authentication
- Data persistence (Realm, Firebase, SQL)

XR & Emerging Technologies

- Unity (C#) with EasyAR SDK
- AR gamification for iOS/Android
- Unity → iOS/Android native integration
- 3D web experiences (WebGL)

DevOps & Workflow

- Git (branching strategies, multi-repo)
- Bitbucket, CI/CD for iOS
- Agile/SCRUM
- Figma (design-development collaboration)

LANGUAGES

- Spanish
- English
- Valencian

Applied AI for Development

- Claude API, GitHub Copilot
- AI-assisted refactoring & code analysis