

Contact

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Email

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Location

Guatemala

Expertise

Swift, Xcode, App Store Connect

SwiftUI, UIKit, SnapKit

Objective-C, Unit & UI Test

Java, PlayStore Console, Firebase

Git, BitBucket, GitHub, GitLab

Kotlin, Flutter, App Gallery

VMMV, Viper, Clean Architecture

AWS, GCP, Azure, Digital Ocean

Links

GitHub

Stackoverflow

Portfolio

Erick Dávila

Mobile App Engineer

Passionate tech enthusiast specializing in mobile development, with expertise in native iOS, Android, and cross-platform apps. Proficient in design patterns, REST APIs, and app distribution across multiple platforms. With a proven track record of delivering robust architectures, excellent user experiences, and cutting-edge features across various industries

Experience

o iOS Developer

Tribal Worlwide I Guatemala, GT

October, 2024 - Present

Worked closely with cross-functional teams to develop new app modules and reusable components, including dynamic server-driven UI elements.

Other activities include Maintaining existing features such as facial recognition and Apple Pay integration ensuring optimal performance and user experience. Reviewing pull requests and implementing Scrum methodologies to streamline development processes.

- Tools and technologies: Swift, SnapKit, UIKit, SwiftUI, SOLID, Combine, Viper, Quick, Fastlane, Carthage, Cocoapods, Firebase, SwiftLint, Git, Figma, Discord, Jira, Confluence, BitBucket, Miroo, Google Workspace.
- Bi en línea (App Store)
- Bi Banking (App Store)

iOS Developer

Vizn Performance I Texas, US

April, 2022 - October, 2024

Develop iOS apps to enhance professional athletes' skills. Responsibilities include creating new features, refining body detection, bug fixing, managing repositories, deploying apps to the App Store, designing databases, and using Microsoft tools for project management.

- Tools and technologies: Swift, SwiftUI, Vision, YOLOv8, AVKit, AVFoundation, StoreKit, Combine, MVVM, SOLID, Laravel, MySQL, Git, DBeaver, AWS, Azure DevOps, Microsoft Teams.
- Apps on the App Store

Sr. Software Developer

CARI Latinoamerica I Quetzaltenango, GT

May, 2021 - April, 2022

Development of new features for American client applications and maintenance of existing modules. The main tasks are researching new iOS features, reviewing pull requests, deploying the projects to the App Store, and developing new modules.

• Tools and technologies: Swift, SwiftUI, StoreKit, AVKit, AVFoundation, URLSession, MVC, Git, Azure DevOps, Microsoft Teams, Plesk, Adobe XD.

Interests

Docker, Python, NumPy, Pandas

Unity, Unreal, Web3

Tableau, Jupyter, BigQuery

JavaScript, React, Angular

Golang, Rust, Node.js

SQL, No-SQL, DBeaber

Courses

Scrum Fundamentalas

<u>Platzi</u>

EF SET

Hobbies

- Play the guitar
- Running
- Anime
- Videogames
- Finances

Language

Spanish

English

Mobile App Developer

Digital Geko I Guatemala, GT October, 2019 - May, 2021

Lead the development of innovative features for Promerica El Salvador's iOS and Android apps, coordinating task assignments and implementing Scrum for efficient workflows. Analyze new requirements to ensure alignment with project objectives. Conduct thorough reviews of app deployments to the App Store, Google Play, and App Gallery, maintaining high quality standards. Additionally, provide support for select features of the Promerica Guatemala iOS app, contributing to cohesive regional development efforts.

- Tools and technologies: Objective-C, Swift, MVC, MVVM, SOLID, Jira, Confluence, Bitbucket, Appium, Azure, Oracle Linux, MySQL, Java, Sketch, Invision, Git.
- Promerica SV (Google Play)
- Promerica SV (App Gallery)
- Promerica SV (App Store)
- Promerica Guatemala (App Store)

Academic Tutor

San Carlos University I Guatemala, GT

June, 2017 - July, 2018

Teaching the Computational Organization laboratory as part of the 400 hours of supervised practice and contracted during the June 2018 vacation school.

• Tools and technologies: Java, C#, Proteus, G-suit.

Backoffice

Argco de Guatemala I Guatemala, GT

September, 2013 - December, 2013

Working at the Plaza Tigo's installations, developing office automation solutions for the human resources department.

• Tools and technologies: Visual Basic for Applications, Microsoft Office.

Education

Master in Data Science, San Carlos University (2023 - Present)

Apple Full Stack, Platzi (2021 - 2022)

Degree in Computer Science, San Carlos University (2014 - 2019)

Reference

Cristhofer Moya

Agile Coach Kosmos, Distelsa group

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Berny Cardona

Full Stack Developer, Walmart C. A.

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Robin Salvatierra

Full Stack Developer, Blautech

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