

# Fernando Ascencio

IOS DEVELOPER

## Portfolio



[fhazel.com.mx](https://fhazel.com.mx)

## Contact



+52 3334953311



[fernandohazel1@gmail.com](mailto:fernandohazel1@gmail.com)



Guadalajara, Mexico, Zapopan Jal.



[fernandohab](#)



[FernandoHazel](#)

## Languages

**Spanish:** Native  
**English:** Advanced

## Skills

Swift/SwiftUI/UIKit	Git
Unity	Scrum
Node Js	Firebase
NET MAUI	Express js
C#	AWS
JavaScript	Azure
Kotlin	Google Cloud
Jetpack Compose	SQL
HTML / CSS/ JS	

## Education

**Bachelor in Digital Animation**  
**Tecnológico de Monterrey |**  
**January 2018 - December 2022**

Videogame Developer Diploma  
Tec De Monterrey | February 2021 - May 2021

Full Stack Developer Diploma  
Digital House | April 2021 - August 2021

Unity Programmer Diploma  
Unity Technologies | November 2022

## About me

I am an iOS developer with 5 years of experience, specializing in building high-quality mobile applications using Swift. Throughout my career, I have also contributed to projects involving videogames, AR experiences, and cross-platform mobile apps. In addition to my core expertise in the Apple ecosystem, I have worked with technologies such as Kotlin, Unity, .NET MAUI, Node.js, and SQL. I am passionate about creating engaging mobile experiences and delivering polished, user-centered products.

## Professional Experience

### iOS Developer Leader

Bradescard | From March 2024 to the present

As iOS developer lead, I'm in charge of the [Bradescard iOS Mobile App](#):

- Coordinate the iOS development team during scrum sessions
- Developed new features and improved existing functionalities for our iOS app used more than two million users.
- Diagnosed and resolved bugs to ensure app stability and performance.
- Applied MVVM and MVP architectural patterns to build a scalable and maintainable codebase.
- Implemented Clean Architecture principles across the project.
- Integrated and consumed REST APIs for a dynamic and data-driven mobile experience.
- Created and maintained Unit Tests using XCTest to ensure reliability and prevent regressions.
- Built user interfaces using Swift, SwiftUI, Storyboard and UIKit.
- Integrated cloud services such as Firebase, Azure, and AWS.
- Managed version control and collaborative workflows using Git and Azure DevOps for CI/CD.
- Worked within Scrum frameworks, participating in sprints, stand-ups, and planning sessions.
- Collaborate with product, fraud, finance and marketing team to ensure user data safety.
- Applied security standards and strategies such as SSL Ping and hashes to ensure user and bussiness safety.
- Created a black list functionality to prevent fraud witch permitted to reach the service payment amount from \$100MXN to a non limit threshold which increased the bussiness profit and made the app safer.
- Apply cache strategies such as NSCache to persist data for certain amount of time.
- Implemented an option to unlock the payment card during the service payment workflow wich increased bussines profit because before many users where trying to pay with a blocked card, they could't and each try had a cost for the company.
- Gived support to user accounts in postgres and SQL Server databases.

### AR and Mobile Developer

GSN Qro. Qro | November 2022 - May 2023

I worked at an XR company and was in charge of creating a hololens [AR](#) and a mobile experience of Grupo Bimbo and Silberhorn as well as a NET MAUI internal Managment Tool.

- Collaborated with product team to implement specifications using C#
- Consumed REST APIs performing CRUD operations to display, modify and store data in JSON format.
- Created a responsive UI and UX experience for iOS and Android.
- Used Git to ensure a better and safer workflow with the rest of the team.
- Tested and fixed bugs to ensure high quality.
- Created internal company apps for Grupo Bimbo, Ferromex and Silberhorn with unity for staff training and management which resulted in a more efficient and easy way to train staff and avoid dangerous mistakes.
- Created an internal app with .NET MAUI for employees which improved the internal company efficiency and communication.
- I have also developed freelance apps like the one I created for a bar using .NET MAUI so bar clients can buy happy hours by an app.
- I developed a mobile app for a Mexican pro football American team which has more than 20K fans using Kotlin, SwiftUI, Firebase and Google Cloud services

### **Mobile Game Developer**

One Simple Game Guadalajara, JAL | February 2022 - August 2022

I worked as an intern in a mobile game studio. Project DinoWorld

- Collaborated with designers to implement new mechanics using C# applying OOP and design patterns
- Created a fully responsive UI and UX experience with Unity canvas
- Documented code for better workflow and understanding
- Tested and fixed bugs resulting in a 90% reduction of bugs
- Added analytics SDK to track the user actions during the game session.
- Collaborated with artist, game designers and marketing staff by scrum methodology.
- Used Git to ensure version control and safer workflow with the development team.

### **Programming Teacher**

Fhazel Solutions Tech | From December 2021 to present (on free time)

I like to learn while I teach, so I give personalized classes and I have a YouTube channel.

- Taught an English teacher to create a Node.js app which connects students and professors in China, this project helped the teacher to get her first developer job.
- Taught a doctor to develop a Unity app for neonatologists which helped a lot of doctors to follow all the necessary steps and generate a report during a birth, which improved the successful birth rate in the Sierra Tarahumara.
- I love to create YouTube videos about how videogames and apps are created without talking about hard programming topics so anyone can understand. My channel has 2,500 subscribers and my most successful video has 30k views.

### **Project Manager**

Tec de Monterrey and my own | From January 2021 to present

During school I was the project manager of many projects as 2 videogames and 2 spots for Cartoon Network and Nickelodeon.

- I was in charge of managing two teams of 5 persons to develop one videogame each one.
- I was the producer of a 20 members team and we were in charge of producing a 2-3 minutes spot for Cartoon Network using animation pipeline and tools like Maya, Adobe Premiere, Adobe Illustrator, Toon Boom Harmony and Trello with scrum methodology.
- I was the producer of a 20 members team and we were in charge of producing a 2-3 minutes spot for Nickelodeon using animation pipeline and tools like Maya, Adobe Premiere and Trello with scrum methodology.