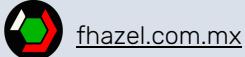# Fernando Ascencio

IOS DEVELOPER

Portfolio

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Contact

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Guadalajara, Mexico, Zapopan Jal.

fernandohab

FernandoHazel

Fhazel

Languages

Spanish:
Native

English:
Advanced

Skills

Swift/SwiftUI/UIKit

Unity

Node Js

NET MAUI

C#

JavaScript

Kotlin

Jetpack Compose

HTML / CSS/ JS

Git

Scrum

Firebase

Express js

AWS

Azure

Google Cloud

SQL

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. I also give personalized programming classes and have a Youtube Channel about mobile and game development.

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 permited to reach the service payment amount from $100MXN to a non limit threashold 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.

Indie Developer

From 2024

I developed a mobile app for a professional football team: <u>Reyes Official App</u>

- Created the iOS app using SwiftUI
- Created the Android app using Kotlin and Jetpack Compose
- Diagnosed and resolved bugs to ensure app stability and performance.
- Applied MVVM architectural pattern 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 using Firerbase API.
- Created a NodeJS proyect and deployed it on google cloud
- Integrated Stripe for Android, iOS and Node js to handle user payments.
- Created and maintained Unit Tests using XCTest to ensure reliability and prevent regressions on iOS app.
- Created and maintained Unit Tests using JUnit and Mockito to ensure reliability and prevent regressions.
- Shared beta versions using Testflight and Google Play open test to validate product with a reduced amount of users
- Applied Firebase services such as Auth, firestore, firebase storage, remote config, crashlytics and analytics.

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 <u>AR and a mobile experience</u> 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 perfing 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 hight quality.
- Created internal company apps for Grupo Bimbo, Ferromex and Silberhorn with unity for staff training and managment wich 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 comunication.
- I have also developed freelance apps like <u>the one</u> I created for a bar using .NET MAUI so bar clients can buy happy hours by an app.

Mobile Game Developer

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

I worked as an intern in a mobile game studio. Proyect <u>DinoWorld</u>

- Collaborated with designers to implement new mechanics using C# applying OOP and design patterns
- Created a fully responsive UI an 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.

Game Producer and programmer | February 2021 - August 2022

I was the producer and developer of my self published mobile game called <u>Not So Bee-zy</u>

- Coordinated a 5 person development team with scrum metodology
- Collaborated with designers to implement new mechanics using C# applying OOP and design patterns
- Created a fully responsive UI an UX experience with Unity canvas
- Deploy and give support to the game on Google play and App Store

Project Manager

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

During school I was the project manager of many project as 2 <u>videogame</u>s and 2 spots for <u>Cartoon Network and Nickelodeon</u>,

- I was in charge of manage 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 pipline and tools like Maya, Adobe Premiere, Adobe ilustrator, Toom 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 pipline and tools like Maya, Adobe Premiere and Trello with scrum methodology.