Alex **Maggio**

iOS Developer

Buenos Aires, Argentina

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Proficiencies

Programming Languages	Objective-C, Swift, C++, C, Visual Basic, Apple Script, Assembler, Bash, Haskell, Pascal.
Databases	Microsoft SQL, SQLite.
Tools	Git, SVN, Jira, Unity3D, Cocoapods, Swift Package Manager, .NET Compact Framework.
Languages	Spanish (native), English (Advanced).
Technologies	Web Services, UIKit, SwiftUI, JSON, XML.

Experience

I've been developing iOS mobile applications for more than 10 years. Since 2015 I've been working in Swift, before that I worked in Objective-C and C++. During that period, I worked in all kind of projects from games to applications, in small and medium teams (any number from 1 to 10 developers) and varying client sizes usually located in the US. Outside mobile development, I worked in Visual Basic, C, Unity3D and Visual Basic for Applications.

Blue Trail Software
Buenos Aires, Argentina

iOS Lead Developer — *February 2021 - May 2023*

- Maintained and developed new features for an IoT related app.
- Created a foundation project to use in one client library of apps. The focus of this was to be able to reuse functionalities we already implemented.
- Created an app to detect driver drowsiness using ARKit and a proof of concept using MLKit.

Phinx Labs
Buenos Aires, Argentina

iOS Developer — *August 2020 - February 2021*

- Worked on the migration from React Native to Native of one client's crypto currency app.

Blue Trail Software
Buenos Aires, Argentina

Manager — *October 2019 - May 2020*

- Managed Buenos Aires office.
- Involved in recruiting and retaining people for different teams.

Blue Trail Software
Buenos Aires, Argentina

iOS Lead Engineer — *July. 2018 - May 2020*

- Maintained and developed new features for a workforce management app. Managed a team of 4.
- Maintained and developed new features for a white label banking app.

Blue Trail Software
Buenos Aires, Argentina

Sr. iOS Engineer — *Nov. 2017 - July. 2018*

- Development for several clients, industries ranging from financial to health and fitness.
- Worked on the proposal and formalization of processes related to CI and the creation of a components library, to be used in all future projects.

Globant
Buenos Aires, Argentina

Sr. iOS Engineer — *Aug. 2017 - Nov. 2017*

- Developed the native version of the previous hybrid app.

Overactive Inc.
Buenos Aires, Argentina & Montevideo, Uruguay

Sr. iOS Engineer — *Jul. 2016 - Jul. 2017*

- Developed apps for a health insurance company and a payment processor in Central America.

Tradehelm Inc.
Buenos Aires, Argentina

Sr. iOS Engineer — *Mar. 2016 - Jul. 2016*

- Maintenance of the main product for a client in US' financial sector.
- Developed a VR application using Unity3D for an expo.

VMBC Labs
Buenos Aires, Argentina
SR. IOS ENGINEER
Mar. 2014 - Mar. 2016
- Implementation of new features for different apps.
- Design and implementation of prototypes for new functionalities.

Etermax
Buenos Aires, Argentina
SR. IOS ENGINEER
Sep. 2012 - Mar. 2014
- Games and internal tools development, using Objective-C

SGN
Buenos Aires, Argentina
SSR. IOS DEVELOPER
Jan. 2012 - Sep. 2012
- Game development using C++ and Objective-C.

Band of Coders
Buenos Aires, Argentina
SR. SOFTWARE ENGINEER
May 2010 - Dec. 2011
- Development using C# and Unity3D.
- Game development.

Appliware (Electrodinámica S.A.)
Buenos Aires & Neuquen, Argentina
SOFTWARE DEVELOPER
Feb. 2006 - Apr. 2010
- Development using Visual Basic, VBA and C++.
- Developed a document organization system.
- Developed a tool enabling business analysts to create full systems without programming skills.
- Designed and implemented a plugin module to notify users about status of automated installations.

Education

Facultad de Ciencias Exactas y Naturales (Universidad de Buenos Aires)
Buenos Aires, Argentina
B.S. IN COMPUTER SCIENCE (UNFINISHED DEGREE 3/4 COMPLETE.)
Mar. 2000 - Mar. 2006

Instituto Privado Schönthal
Buenos Aires, Argentina
HIGHSCHOOL
Mar. 1993 - Dec. 1997

Extracurricular Activity

School Computer Science, Mathematics & Logic Regional Competition Team
Buenos Aires, Argentina
MEMBER
1994 - 1997
- Participated in local and regional tournaments.

Centro Cultural Osvaldo Bayer
Buenos Aires, Argentina
TEACHER
2001 - 2003
- Coached and taught computing, physics and mathematics in a low income neighborhood.

Annex Projects Highlights

This section includes a brief description of each project's most important points I worked on as a mobile developer.

Latham Measurement as iOS Lead Developer @ Blue Trail Software
Link to the AppStore Not published at the moment.

- Created the application from scratch using SwiftUI to interact with a piece of specially designed hardware in order to control the movement of a laser and calculate measurements.

Technologies used: Swift 5, SwiftUI, REST services

CSC Go as iOS Lead Developer @ Blue Trail Software
Link to the AppStore https://apps.apple.com/us/app/csc-go/id1552572916

- Implemented new functionalities including feature flags that allowed the company to adjust settings on the fly.
- Added Adyen as a payment processor.

Technologies used: Swift 5, REST services, Stripe and Adyen

Blockfi as iOS Developer @ Phinx Labs
Link to the AppStore https://apps.apple.com/us/app/blockfi/id1506274532

- Rewrote the React Native app using Swift and UIKit.

Technologies used: Swift 5, REST services, Firebase

Legion Mobile as iOS Developer @ Blue Trail Software
Link to the AppStore https://itunes.apple.com/us/app/legion-workforce-engagement/id1176397649?mt=8

- Maintained the app and implemented multiple features including a redesign of the home screen to match the web, the ability to request and cancel time off for employees.
- Implemented multi language support.
- As the most senior member of the team, I was tasked with performing code reviews, and decide much of the architecture for new features

Technologies used: Swift 3, 4 and migration to 5, REST services, Realm, Firebase

Sharetec as iOS Developer @ Blue Trail Software
Link to the AppStore https://apps.apple.com/us/app/sharetec-mobile-2-0/id1476859726

- Started from scratch an app for mobile banking. Defined architecture and design patterns for the app.
- Provided a flexible customization process that allowed the app to be a white label product.

Technologies used: Swift 3, 4 and 5, REST services, Firebase, Biometrics

Fitly as iOS Developer @ Blue Trail Software
Link to the AppStore https://itunes.apple.com/us/app/smartplate-by-fitly/id1171397735?mt=8

- Maintained the app and implemented a feature that allowed users to mark foods and meals as favorites.
- Integrated a Bluetooth peripheral with the app.
- Integrated Fitbit interaction. Fitbit provided information about sleep / calories burnt, and that was factored into the calculations regarding your diet.

Technologies used: Swift 3 and 4, REST services, CoreBluetooth, Fitbit API

MMM Members App as iOS Developer @ Overactive Inc.

Link to the AppStore http://appstore.com/mmmholdingsinc/mmm

- Built new app from scratch.
- Focused on the networking layer implementation.
- Support for font scaling based on user system preferences.

Technologies used: Swift 2, OAuth, REST services, Biometrics.

Paypocket as iOS Developer @ Overactive Inc.
Not published at the moment.

- Built new app from scratch.
- Added support for EMV cards, updated SDKs.

Technologies used: Swift 3, REST services, IDTech SDK and hardware, EMV and MSR cards readers.

CME Group Mobile App as iOS Developer @ Tradehelm Inc.
Link to the AppStore https://appstore.com/cmegroupinc/cmegroupmobile

- Integration with the Apple Watch.

Technologies used: Objective-C

CME Group VR as iOS Developer @ Tradehelm Inc.
Link to the AppStore https://appstore.com/cmegroupinc/cmegroupvr

- Built the application using Unity3D to enable using the same code to publish an iOS and Android version.
- Integration with Google Cardboard.

Technologies used: Unity3D, C#, iTunes application creation and first submit processes.

Futures Institute as iOS Developer @ Tradehelm Inc.
No longer available.

- Migrated functionality to CME Group Mobile App.

Technologies used: Swift 1, iTunes application deletion process.

AMC Theaters as iOS Developer @ VMBC Labs
Link to the AppStore https://itunes.apple.com/us/app/amc-theatres/id509199715

- Implemented a caching system.
- Refactored legacy code.
- Developed prototypes like detecting movies based on the trailer audio, integration with Apple Wallet and iBeacons.
- Integrated several SSO solutions using different social network platforms.
- Revamped the whole analytics module in order to improved the data generated by users interaction with the app.

Technologies used: Objective-C, iBeacons, AR, Facebook SDK, Twitter SDK, HockeyApp, Google Analytics.

Payless ShoeStore as iOS Developer @ VMBC Labs
No longer available.

- Built the application from scratch.
- Integrated several social networks SDK into the app.
- Added loyalty coupons support into Apple Wallet.
- Added iBeacons support.

Technologies used: Objective-C, iBeacons, Facebook SDK, Twitter SDK.

Aworded as iOS Developer @ Etermax

Link to the AppStore https://itunes.apple.com/us/app/aworded-crack-apalabrados/id441092257

- Implemented a caching system and a local database with SQLite.
- Updated the UI when we moved away from skeuomorphism (the style used prior to iOS 7)
- Added several languages to the game, like Swedish and Turkish and Russian.
- Integrated several ads frameworks.
- Implemented functionality in an app with ten thousand daily users.

Technologies used: Objective-C, UIKit.

WordCrack as iOS Developer @ Etermax
Link to the AppStore https://itunes.apple.com/us/app/word-crack-free/id566593443

> Practically the same as Aworded since I was assigned to both projects, which shared a common base that provided functionality that was used in almost all games by the company.

Technologies used: Objective-C, UIKit.

BingoCrack as iOS Developer @ Etermax
Link to the AppStore https://itunes.apple.com/us/app/word-crack-free/id566593443

- Implementation of WebSockets.

Technologies used: Objective-C, UIKit.

TriviaCrack as iOS Developer @ Etermax
Link to the AppStore https://appstore.com/etermax/triviacrack

- Most of my work implemented in Aworded and WordCrack was used as base for this project.
- Implemented the ability to provide new "skins" for the application. Most UI components had their styling defined in runtime.

Technologies used: Objective-C, UIKit.

Jumpimals! as iOS Developer @ SGN / Engenus
Link to the AppStore https://itunes.apple.com/us/app/jumpimals/id490113990

- Converted an iPhone application into a universal application.

Technologies used: Objective-C, UIKit.

Jewels of the Amazon as iOS Developer @ SGN / Engenus
Link to the AppStore https://itunes.apple.com/us/app/jewels-of-the-amazon/id522595020

- Built app from scratch.
- First full project in iOS where I was the only developer.
- Implemented A/B testing.
- Created a tool so level designers could create levels and update the configuration effortlessly.

Technologies used: Objective-C, Cocos2D, OpenGL, the level design tool was made in .NET, XML and JSON.