

# Serxhio Gugo

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## Summary

iOS Engineer with 6+ years of experience delivering high-performance mobile applications. Expertise in Swift, SwiftUI, Combine, and scalable architectures like MVVM, TCA. Skilled in app optimization, integrating emerging technologies, enhancing user experiences, and crafting clean, maintainable code. Strong ability to collaborate with cross-functional teams to deliver polished solutions, prioritizing app performance and user experience.

## Technical Skills

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- **Languages & Technologies:** Swift, SwiftUI, RESTful APIs, JSON, GraphQL, WebSockets
- **Frameworks & Libraries:** UIKit, Combine, RxSwift, URLSession, Async/Await, GCD, AlamoFire, XCTest, XCUITest, CoreLocation, CoreAnimation, AVFoundation, NotificationCenter, SDWebImage, Diffusion
- **Architectural Patterns:** MVVM, TCA, MVC, Modularity via SPM, OOP Principles
- **Databases:** Core Data, SwiftData, Realm, SQLite, Firebase Realtime Database
- **Tools:** Xcode, CI/CD (Fastlane, GitLab), Xcode Cloud, TestFlight, NewRelic, FB Analytics, Fullstory, Instruments, Profiler, Jira/Confluence, Agile/Scrum, Accessibility, Git, Postman, Proxyman, Slack

## Professional Experience

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### Caesars Sportsbook, Remote

iOS Engineer | September 2020 - Present

- Led the development of Login/Registration and Account Management with 13+ features including Deposit, Withdraw, User Info, Responsible Gambling, and Self-Exclusion using UIKit and later SwiftUI.
- Developed Homepage and Event Details using reusable UI, URLSession with Codable and Combine for odds, live score updates, and bet authentication, with real-time syncing via WebSockets.
- Implemented Caesars Rewards system for point accumulation, introducing GraphQL to the project.
- Directed the replacement from a cross-platform to a native iOS app, improving user ratings from 4.2 to 4.7.
- Created Unit Tests for all features using XCTest and mocks increasing code coverage from 60% to 85%. Integrated New Relic, FB Analytics and FullStory improving crash rate from 94% to 99.2%.

### Gesture, New York, NY

iOS Engineer | June 2020 - September 2020

- Developed Event Planning feature using Firebase Cloud Messaging/Functions and NotificationCenter.
- Integrated Twilio for phone number authentication feature.

### Appcrunch, Remote (Contract)

iOS Engineer | January 2019 - June 2020

- Developed the chat functionality of the app using UIKit and RESTful APIs.
- Implemented camera functionality using AVFoundation.
- Refactored Objective-C codebase to the latest Swift syntax

## Education

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CUNY BMCC | Computer Science, New York, NY | August 2019 - February 2021

BrainStation Bootcamp | iOS Developer Fellowship, New York, NY | September 2018 - January 2019

## Personal Project

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Cinematic | Movie recommendations, Databases, News, Official Trailers.

Link: <https://apps.apple.com/us/app/cinematic/id1502196280>