

Serxhio Gugo

US Citizen ([203\)-819-1259](tel:203-819-1259) | gugoserxhio@gmail.com | [LinkedIn.com/in/serxhio-gugo](https://www.linkedin.com/in/serxhio-gugo) | <https://serxhiogugo.co/>

iOS Engineer with over 6+ years in Swift, specializing in user-friendly app development. Passionate about the impact of mobile tech on daily life, I focus on creating reliable, high-quality, and well-tested iOS applications. Eager to enhance mobile experiences with my skills.

Experience

iOS Engineer | [Caesars Digital](#) - Jersey City, NJ (Remote)

Sept 2020 - Present

- Created reusable UI components using **SwiftUI** and **UIKit**, which were effectively utilized in the Homepage and Event Details screens, ensuring consistency and simplifying development across different devices and iOS versions.
- Developed a robust **account login and registration system**, enhancing user **authentication and security**. Implemented an intuitive **account menu**, improving user navigation and interaction.
- Expertly managed data using **CoreData**, and lately **SwiftData**, ensuring efficient storage and retrieval of user and app data, on places such as the "Bet Slip", which was crucial for maintaining performance in data-intensive applications.
- Implemented a rewards system (Caesars Rewards) that incentivizes user engagement through personalized offers and points accumulation, using RESTful APIs for backend communication.
- Applied **MVVM** to structure the app's codebase, making it scalable and maintainable, which was key during large-scale feature rollouts and **Unit Testing**.
- Mastered the integration of **RESTful APIs** with **URLSession** and **Codable**, ensuring efficient data exchange between the app and server, which was pivotal for features like user authentication and data synchronization.
- Utilized **WebSockets** to enable real-time features, improving the interactivity and responsiveness of the app, particularly beneficial in scenarios requiring **live updates**, like live scores, betting odds changes, bet authentication etc.
- Leveraged Swift's **async/await**, **actors**, and structured concurrency for efficient background task management, enhancing performance. Used GCD for multithreading control and applied memory management best practices for optimization.
- Experienced with **Fastlane CI/CD**, **GitLab** for code management, and **NewRelic**, **Google Analytics**, **Fullstory** for performance monitoring, enhancing development and deployment efficiency.

iOS Engineer | [Gesture](#) - New York, NY

Jun 2020 - Sept 2020

- Worked closely with the back-end team to design and develop Gesture - Happiness Delivered.
- Developed Event Planning feature using Firebase Cloud Messaging and Cloud Functions and NotificationCenter.
- Developed Phone number Authentication feature using Firebase and Twilio.

iOS Engineer | AppCrunch LTD - Remote

Jan 2018 - June 2020

- Worked closely with the back-end team to design and develop Lollipop App.
- Develop the chat functionality of the app using Firebase .
- Refactoring of the base code from Objective-C to the latest Swift syntax.

Technical Skills

iOS Development

- Swift, SwiftUI, UIKit, AVFoundation, CoreLocation, CoreData, SwiftData, Realm, WebSockets
- RESTful API's, URLSession, Codable, Combine, MVC / MVVM / Coordinator Pattern, Multithreading, GCD, Memory Management
- Unit Testing XCTest / Zephyr for Jira, CI/CD Pipeline/Fastlane/GitLab, App Distribution, Agile/Scrum - Jira/Confluence

Education

BMCC | Computer Science - GPA 3.8 **iOS Developer Bootcamp** | BrainStation Bootcamp - New York, NY | 2018-2019

Personal Project - Cinemator - AppStore - <https://apps.apple.com/us/app/cinemator/id1502196280>