

# WILDER LOPEZ ELIAS

Senior iOS Developer

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## SUMMARY

Senior iOS Developer (6+ years) specializing in stabilizing and improving live apps under real users: deep debugging, performance tuning, and reliable releases. Known for end-to-end ownership - from feature work and refactors to CI/CD, code signing, and App Store/TestFlight distribution across iOS, iPadOS, and macOS targets.

## CORE COMPETENCIES

- **Delivery & Quality:** Live app maintenance, performance tuning, profiling (Instruments), incident/debugging, release support
- **iOS Stack:** Swift, UIKit, SwiftUI, Auto Layout, iOS/iPadOS, macOS (Catalyst)
- **Async/Reactive:** Swift Concurrency, RxSwift, Combine, GCD
- **Backend/Realtime:** Firebase (Firestore/Auth/Storage), CloudKit, WebSocket, XMPP, AWS (Cognito/Amplify)
- **Tooling:** Xcode, Git, Unit Testing, CocoaPods, SPM, GitLab CI/CD, Azure DevOps

## PROFESSIONAL EXPERIENCE

### Senior iOS Developer - AntekLab (Aylook)

11/2022 - Present | Porto Mantovano (Mantova), Italy | Security / video surveillance

- Owned stability and performance work for a live video-surveillance app (live/record playback, bandwidth-based quality adjustment, push-driven workflows).
- Integrated and maintained GStreamer-based multimedia features; improved playback reliability under real-world network conditions.
- Strengthened reactive and async code paths (RxSwift to Swift Concurrency adoption) to reduce race conditions and improve correctness.
- Built and maintained CI/CD pipelines (Azure DevOps, GitLab CI/CD) for automated builds, signing, and distribution (TestFlight/App Store).
- Handled Apple signing assets (certificates, provisioning profiles) and capability changes (e.g., iCloud) to keep releases moving.
- Improved maintainability via Dependency Injection (Swinject) and targeted refactors in high-churn areas.
- Implemented/extended unit tests and regression checks to protect core flows during frequent releases.
- Partnered with QA/product to triage production issues quickly and deliver fixes with clean, reviewable commits.

### iOS Developer - Grupo Salinas / UPAX

11/2021 - 11/2022 | CDMX, Mexico | Food delivery driver app

- Delivered features for a production app used by delivery drivers: onboarding, document upload, and zone activation flows.
- Integrated Firebase/Firestore and managed realtime updates; implemented maps with MapKit and Google Maps.
- Integrated AWS (Cognito, Amplify) and third-party identity/facial verification (VeritaTech).

### iOS Developer - University of the Informatics Science (ToDus)

09/2019 - 11/2021 | Havana, Cuba | Messaging app (ToDus)

- Built an XMPP framework in Swift and managed concurrent events with GCD to keep messaging responsive.
- Migrated UIKit to SwiftUI and enabled Catalyst targets for iPadOS/macOS testing.
- Supported release workflows in App Store Connect and TestFlight distribution.

## PROJECTS

### ClipCard - iOS App (04/2021 - Present)

- Built an iOS app for capturing and organizing clips from clipboard/camera with local storage and iCloud backup.
- Added tagging/contact association and biometric protection for sensitive data.

## EDUCATION

Computer Engineer - University of the Informatics Science | 09/2014 - 06/2019 | Havana, Cuba

**Languages:** Spanish (Native/Bilingual) | English (Full Professional)