Adrian Silva

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SUMMARY

iOS Engineer with 6+ years of experience delivering robust applications across diverse team environments, from 2-person startups to 25+ developer organizations. Specialized in test-driven development (TDD/BDD) and functional programming paradigms (FP/FRP). Deep expertise in modern iOS frameworks including SwiftUI, UIKit, Combine, RxSwift, and ReactiveSwift, with proven proficiency in MVVM, Redux, and TCA architectures. Passionate about agile methodologies (Scrum/Kanban) and building products from concept to launch.

EXPERIENCE

Engineer II
Jun. 2022 – Present

Trade Republic — *Remote*

- Built core debit card functionality from scratch, including card provisioning, real-time transaction tracking, card controls, and data visualization features (spending bubbles chart)
- Contributed to launching a consumer debit card used by millions of users from concept to production, navigating complex technical challenges while ensuring seamless integration with the mobile banking platform
- Drove development of the child savings account product, used by thousands of users across Europe, leading the adaptation of savings plan flows and implementing co-parenting features to enable shared account management, delivering a seamless investment experience for families

iOS Developer - Senior iOS Developer
Dec. 2020 – Jun. 2022

Hopin — *Remote*

- Founding member of mobile team, establishing initial iOS architecture and project structure using SwiftUI and The Composable Architecture, setting technical foundation for scalable virtual events platform
- Implemented real-time communication features including WebRTC-based video streaming, chat system, and video conferencing capabilities, enabling seamless virtual event experiences for users worldwide
- Built interactive engagement tools such as in-chat polling and engagement games, enhancing attendee participation and creating dynamic event environments from mobile devices

Junior iOS Developer
Aug. 2019 – Dec. 2020

FREENOW — *Barcelona, Spain*

- Developed driver engagement and incentive products for Europe's leading ride-hailing platform (14M+ passengers, 100+ cities), implementing bonus structures and rewards programs to increase driver retention and app usage across the BMW-Daimler mobility joint venture
- Modernized legacy codebase by migrating from Objective-C to Swift, implementing modularization with Tuist, and establishing functional programming patterns with custom Redux architecture and RxSwift for a scalable, maintainable solution
- Contributed across full product lifecycle from discovery and design feedback through A/B testing with Firebase/Mixpanel, working in T-shaped Spotify-model agile teams with comprehensive test coverage (UI and unit tests)

iOS Developer Intern
Apr 2018 – Jul 2019

Quobis — *O Porriño, Spain*

- Developed FERMAX Blue smart home application, implementing WebRTC-based video streaming and real-time communication for remote door camera monitoring and guest interaction
- Built remote access control features enabling users to conduct video calls with visitors, unlock doors remotely, and manage home security from anywhere through iOS app

TEACHING EXPERIENCE

iOS Fundamentals - App Release
Aug. 2023 – Present

KeepCoding — *Remote*

- iOS Fundamentals Instructor, teaching Swift, UIKit, and Xcode basics to bootcamp students, guiding them through hands-on projects including a Spotify player clone to build foundational mobile development skills
- App Release & CI/CD Professor, educating students on production deployment workflows using App Store Connect, Xcode Cloud pipelines, and Firebase integration for crash reporting and analytics
- Mentored aspiring iOS developers through full development lifecycle, from interface design and Swift fundamentals to automated testing, continuous integration, and App Store release best practices

Technical Skills

Languages: Swift, JavaScript, Kotlin
Technologies: UIKit, SwiftUI, MVVM, Combine, RxSwift, ReactiveSwift, TCA
Tools: Xcode, Claude Code, Cursor

Education

Universitat Oberta de Catalunya — Remote
Bachelor's Degree in Computer Engineering — *Sep. 2019 – Jun. 2020*

KeepCoding — Remote
Mobile Engineering Bootcamp — *Jun. 2018 – Jun. 2019*

CPR Daniel Castelao — Vigo, Spain
Higher Technician in Software Development — *Sept. 2016 – Jun. 2018*

Univesidad Nacional de Educacion a Distancia — Remote
Bachelor's Degree in Computer Engineering — *Sept. 2016 – Dec. 2018*

Univesidad de Vigo — Vigo, Spain
Bachelor's Degree in Electrical Engineering — *Sept. 2014 – Jun. 2016*