

Claudio Villanueva

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<https://cvillanueva.github.io>

Education

University of Santiago

Bachelor of Science in Computer Science and Engineering

Santiago, Chile
Nov 2007

- Recipient of the award for the best thesis of my generation.

Experience

Softserve Inc.

Senior iOS Engineer

USA [Remote]
Jan 2024 - Present

- Sr. software engineer at Vivint, the largest smart home and home security manufacturer in the US.
- Worked developing features for the iOS app for smart thermostats, smart lightning and smart cameras.
- Refactoring features in legacy code to modern design patterns using the latest available from Apple.

Unicomer Group

Senior iOS Engineer

El Salvador [Remote]
Jan 2023 - Dec 2024

- Sr. software engineer at Unicomer a multinational retailer with presence in Central America, the Caribbean, South America, and United States.
- Worked developing features for Emma Pay a credit and digital payment app.
- Implemented CI/CD cloud pipeline for iOS applications.
- Implemented security reinforcement solutions and attack and hack prevention for mobile apps.

Leafly LLC

Senior iOS Engineer

USA [Remote]
Jan 2022 - Jan 2023

- Sr. software engineer at Leafly the leader e-commerce in the US cannabis industry.
- Worked developing new features for the iOS app.
- Migrated old functionality to new designs and using modern programming practices.

Transbank

Senior iOS Engineer

Chile [Remote]
Aug 2020 - Dec 2021

- Sr. software engineer at TBK the leader of the payment methods industry in Chile.
- Worked developing new features and refactoring legacy code in the iOS app.
- Strengthening iOS app security to prevent hacking.

WOM

Senior iOS Engineer

Chile [In person]
Mar 2019 - Jul 2020

- Sr. software engineer at WOM the lead telecommunications company in Chile.
- Led the iOS team to re architect the WOM iOS app and mentored Jr engineers.
- Worked developing new features in the WOM iOS app.

Garapon TV	Japan [In person]
Mobile Engineer	Apr 2017 - Mar 2019
<ul style="list-style-type: none"> • Mobile engineer at Garapon TV a popular streaming service in Japan. • Developed new features for the Garapon iOS & Android Apps. • Researched in computer vision to implement a TV commercial detection system. • Architected a pipeline for video processing. 	
Pixtoome	Chile [In person]
Software Engineer	Apr 2013 - Mar 2017
<ul style="list-style-type: none"> • Software engineer at Pixtoome a messaging platform for schools. • Developed features iOS and Android apps. • Architected and developed an API to feed mobile and web apps. 	
Ubix	Chile [In person]
Software Engineer	Dec 2009 - Mar 2013
<ul style="list-style-type: none"> • Software engineer at Pixtoome a mobile social and messaging platform. • Developed features for Android and Java mobile apps. • Worked developing API services. 	
Nuwit	Chile [In person]
Software Engineer	Dec 2007 - Mar 2009
<ul style="list-style-type: none"> • Software engineer at Nuwit consultancy services. • Worked developing Blackberry Apps. • Developed JEE apps. 	

Technical Skills

iOS development: Swift, SwiftUI, Combine, UIKit, Obj-C, Fastlane, AVFoundation, GRPC, Notifications and Unit testing.

Android development: Java, Kotlin, Jetpack, Coroutines, Gradle, XML layouts, Notifications and Unit testing.

Rust development: Axum web app framework. Bevy game engine.

Design patterns: Builder, Dependency Injection, Factory method, Lazy initialization, Singleton, Delegation, Facade, Coordinator, MVC and MVVM.

Tools Proxyman, Postman, Analitycs, A/B testing, AWS & Azure resources and Linux.