



MARTÍNEZ MUÑOZ, DANIEL

Senior iOS Developer

Aug 09, 1981

Mobile development enthusiast
Problem-solver
Team player

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[in](#) [dmartinezinfo](#)

[G](#) [daniochouno](#)

[A](#) [App Store](#)

[Play Store](#)

SKILLS

Programming Languages

Swift, SwiftUI, Objective-C, Flutter, Kotlin

Platforms

iOS, watchOS, Android

Testing

Unit tests, UI Testing, TDD

Architectures

MVVM, Viper, MVP

WORK EXPERIENCE

Side Projects

as **Solo Developer**, Feb 2017 - current

- More than 100,000 downloads in various applications available in the Apple App Store and in the Google Play Store.

Mobile Lead

at **Loycus**, Aug 2021 - current

- Technical leadership in the Mobile section of the apps.
- Loycus iOS app development.

Senior iOS Developer

at **Loycus**, Dec 2020 - Jul 2021

- Loycus iOS app development.

Mobile Engineer

at **Infinia Mobile**, Feb 2020 - Nov 2020

- Development and improvements in own SDKs in Swift (iOS) and Kotlin (Android).
- Support in the integration of the SDKs in applications of leading companies in their sector.

Senior iOS Developer

at **Infinia Mobile**, Jan 2017 - Jan 2020

- Development of our own SDK from scratch in Swift.
- Support in the integration of the SDKs in applications of leading companies in their sector.
- Development of several applications for iOS and Android.

Senior iOS Developer

at **Intelygenz**, Nov 2014 - Dec 2016

- Design and development of an application for a leading company in the electrical sector.
- Development of an application for iOS and watchOS for a leading company in the security sector.
- Participation in the development of various applications for iOS.

Tech Head

at **Ageleia SS (formerly Atelsys IT)**, Jan 2008 - Nov 2014

- Design and development of a CRM/ERP for a local telephone distributor.
- Design and development of a B2B application for iOS and Android that sends and receives encrypted messages between users.

EDUCATION

Technical Engineering Degree in Computer Systems

Seville University (Spain)