ESTEBAN TORRES
SENIOR DEVELOPER & SPEAKER

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Technical Skills

iOS	Objective-C	Swift
Scripting	Git / SVN / CVS	Xcode / AppCode / Android Studio
		Ruby

Work Experience

SoundCloud *iOS Developer* **2016 to present**

Architected and defined the infrastructure for modules/framework extractions into micro features.

Reduced compile times by 7 minutes by the creation of a service side Swift service with a companion Ruby service that tracked build times locally and on CI, which helped us track major bottlenecks that guided us towards improving our project organization; resulting in more developers embracing TDD due to lesser turnaround times which lead to an increase in the confidence of shipping new features.

Reduced the number of flaky tests on the iOS code base by implementing a Swift server side service that scrapes and parses CI data from Buddybuild, to generate metrics and dashboards that helped us track and fix flaky tests and confirm improvements via metrics; which lead to minimizing friction when adding new features and reducing the integration time by 50% as a result of reducing the need to re-run the CI jobs to verify flakyness.

Improved initial playback time and playqueue load times by 15 seconds by extracting and refactoring Offline Sync into it's own framework and removing unnecessary complexity; leading to an increase in total listening time of our users by 10%.

Brewbot *Lead iOS Developer* **2015 to 2016**

Improved app responsiveness and testability by 20% by introducing reactive programming and ViewModel + DataControllers resulting in faster iteration times and an increase in the amount of bugs and new features the team could tackle.

Streamlined the CI and «delivery» processes by integrating fastlane into the workflow of the organization; guaranteeing increase in confidence with each change by running the tests before every integration and deploying OTA updates; resulting in a more stable application and facilitating the addition of changes.

Log(n) *Mobile Lead Engineer* **2012 to 2015**

Defined a structure for the iOS department by being the mobile lead engineer of a small team of 4 mobile engineers which lead to the company to be able to take more projects and reduce the turnaround time.

Established a development process for iOS projects by documenting and defining a workflow that resulted in a considerable decrease in maintainability times and ability to iterate on new features on the projects.

Established a CI system for development and delivery by setting up some Mac Minis and Buildasaur with Xcode Bots which resulted in an increment of 15% in test coverage and a reduction of 50% times when deliverying new ipas.

Samtec *iOS Technical Lead (Technical Lead)* **2010 to 2012**

Increased iteration times on new features for the iOS apps 4 times by creating, training and directing the iOS department.

Built an iOS team of 6 developers by creating a career path program that resulted in the creation of more simultaneous projects, leading to an increase in productivity for the company.

Projects

RxViewModel
ReactiveViewModel Swift implementation for RxSwift. Created to satisfy a lack of a reactive implementation of ViewModel for RxSwift, to better understand the innards of RxSwift and help ease the usage of MVVM with an RxSwift integration.
It was later transferred to RxSwiftCommunity to live under the umbrella of the RxSwiftCommunity..

SoundCloud offline sync
One of the biggest features of SoundCloud's mobile application is the ability to offline sync tracks.
Due to bad performance of the feature in the iOS application, I was part of a team in charge of rewriting this implementation in its own abstracted dynamic framework. With the usage of shared repositories and proper mechanisms the offline functionality was abstracted in a way that other SoundCloud apps can easily and quickly implement their own offline sync feature.

Multiple OSS Projects
Some of the OSS contributions I've worked on are:
Added team support to sigh (fastlane's tool)

Added quality index view for a pods in CocoaPods' website

Migrated Moya to support Swift 2.0

Device agnostic support on FBSnapshotTestCase & Nimble-Snapshot

Education

Licenciatura en Sistemas (~Licentiate Degree in Computer Science) 2003 to 2007
Universidad Latina de Costa Rica

iOS Development Bootcamp 2012
Big Nerd Ranch, Atlanta