

EZEQUIEL BARRETO

IOS DEVELOPER

CONTACT INFORMATION

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5530505025



ezequielbrrt@gmail.com



linkedin.com/in/ezequielbrrt



github.com/ezequielbrrt/

México City, México

TECHNICAL SKILLS

Languages (Swift, Objective C)
RESTFull Apis
Design Patterns (Singleton, Delegate,

Architectures (MVC, MVVM, VIPER) Libraries (Cocoa Pods, Carthage, SPM) DataBase (CoreData, Real)

Testing (XC Test, TDD, Unit test, Mocks), **CI** (Fastlane, Travis)

Performance (Crashlytics, Xcode Instruments)

Concurrent programming (GCD Queue)
Memory management (ARC)
GIT

Reactive programming (RxSwift, Combine)

SwiftUI

XCTests, TDD, Unit Tests etc.

PORTFOLIO

https://ezequielbrrt.github.io/

WORK EXPERIENCE

SR. IOS DEVELOPER

UBER/Cornershop - 1 year (Current)

Development of new features, bug fixing and new libraries implementation, documentation, pull request reviews, clean architecture and clean code practices, team work with around 15 iOS developers

IOS DEVELOPER

Plataforma - 2 years

Development of iOS applications from scratch and also support for iOS Apps with millions of users, experience working with Ecommerce, Utility, Media Content apps, iOS team leader.

IOS DEVELOPER

BeTechCapital - 1 year 5 months

Development of iOS applications for the Mexican government, Fintech, Human Resources administration, Ecommerce. Experience with release to the AppStore, push notifications with Firebase and Wonderpush, AWS files, implementation Of VIPER architecture.

MOBILE ENGINEER

Virtual Inflexion Software - 2 years

Development of iOS applications using MVV architecture, API connections, experience working databases with Realm, Unit testing using XCTest, experience working with geolocation and maps, and Websockets for chat app.

MOBILE JUNIOR ENGINEER

FIMPE - 1 vear

Maintenance of iOS application, bug fixing, documentation of the application and implementation of new libraries as Alamofire, FSCalendar.

EDUCATION

IPN- MEXICO

SOFTWARE ENGINEER