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Profile

Computer Engineer.

iOS Developer with 10 years of experience.

Freelancer.

Mobile Developer multi platform with Mobile First Platform.

Backend Developer with FastApi, Django and Postgress.

Winner of 2o place in HackDF 2014 with an application to prevent kidnaping, development in iOS.

Winner of 1er place on the Space App Challenge 2014 with make a replicate of ExoMars Rover development in Arduino and iOS.

Competitor in the BattleHack with the app PocketPay that allows the electronics transfers with a smartphone.

Experience

iOS Team Leader - Sr.Pago — 2020 - 2024

Developed and certificated a new payment module that allows payments to be made through contactless or chip payment using EMV standards and certificated by LACPI, PROSA, VISA, Mastercard and Visa.

Integrate the business module and core of SrPago within the Konfio ecosystem.

Maintain and develop new features in Konfio app where you can apply for loans to improve your small or medium business.

My main functions were:

Create third-party documentation about how integrate our SDK

Create documentation for developers about all features included in Konfio project

Working with physical reader in low level code

Working with creating a new SrPago's version with VIPER architecture

Develop new app features using Clean code and SOLID principles

Control the development flow with SCRUM as agile technology

Management of app store and TestFlight

Customer support

Work as an incident commander preventing bugs and trouble in our app or services through Mixpanel, NewRelic and AWS Cloudwatch

Publish payment's SDK in Cocoapods

Ensure best programming standards throws using templates, SwiftLint, Merge

Request and Pair programming
Implement CI and CD with Bitrise, Fastlane and Waldo
Management of AB testing and feature flag with Firebase
Add Unit Testing and UITesting

<https://apps.apple.com/mx/app/sr-pago-desliza-y-cobra/id636374371?l=en>
<https://apps.apple.com/mx/app/konfio/id1499151815>
https://github.com/srpago/srpago_pods/tree/feature/DemoV2

iOS Team Leader - Ituran, Road-Track — 2016 - 2020

I developed the OnStar (Brasil and Argentina), ChevyStar (Colombia and Ecuador), Nissan (México, Colombia and Ecuador) and Renault (México) applications. By allowing you to be in control of your vehicle's doors, let you find the location of your car, get information about the wheel's pressure, fuel level, create speed alert and control your vehicle's lights. In the first reviews of the app they had navigation with TomTom's maps.

My main functions were:

Migrate from TomTom maps to Google maps.

Manage the security of user information saved in our local and remote database, encrypting all the sensitive information with SHA256 algorithm and use policy password in all consume of web services.

Control of Bitbucket and Subversion repositories.

Create the software architecture and manage the design patter of the apps (mainly with MVC, MVP and VIPER)

Create our own frameworks of our project to easily reuse code between projects.

Manage the control of each application in their respective store.

Create widgets and prototypes for apple watch.

Create app groups for apple watch and widgets.

<https://apps.apple.com/mx/app/nissanconnect-finder/id1094901152?l=en>

<https://apps.apple.com/mx/app/chevystar/id560799251?l=en>

<https://apps.apple.com/mx/app/ituran-con-seguro/id1509494944?l=en>

Freelance iOS Web — 2017 - Actual

Support in the development of College One apps in which my main functions were:

Integration of the Stripe API for handling payments AWS and AWSSNS integration for handling Amazon push notifications.

Management of multiple targets for the compilation of several versions of the

app.

Create cloud functions and database in Firebase

Framework control using Cocoa Pods

<https://apps.apple.com/us/developer/colleagueone-llc/id1455923437>

Mobile Developer, Estrategia Tecnológica — 2015 - 2016

Developer mobile application and multi platform with Mobile First Platform of IBM, developer of web services with SQL and Cold Fusion, versions controller with Visual Source Safe, iOS developer, I worked with beacons and multidisciplinary teams.

I had made Ibero Móvil app for iOS, Android and Windows Phone, with his web services, which let the students know his academic situation, make payments, know the IBERO bus ways more closer, renew books, know advertisement and events on the university.

iOS Developer, Manguito — 2014 - 2015

Applications Developer and business systems with REST technologies, versions control, beacons, weapons for the errors management, cloud code, use of externs apis like mandrill, import.io, google maps, aviary among others.

Developer of Bembo app for iOS, which allow the handling of bonuses and loyalty programs with help of passbook for the little and big companies.

Backend develop of MDT system with Parse and Javascript.

iOS Developer, UNAM Mobile — 2013 - 2014

Application development with innovative technologies like speech recognition, second screen, Geolocation and reality augmented on iOS devices; lecturer and instructor.

I have made the app TellMeColors which allowed recognition the names of colours in english.

I have made the beta version of Futline that allowed interactions with the football games in real time using second screen technology.

Maintenance the app misAvisos for iOS7 which is an app for the National System of Civil Protection for help people in naturals disasters.

Instructor of courses basic IOS.

Lecturer in the Tour University Mobile 2013 in Monterrey announcing the app Futline .

Skills

Swift, Objective-C, iOS Developer, Software Development, Mobile Applications, Web Development, Java, CSS, PHP, HTML, Javascript, JQuery, Node.js, Cold Fusion, SQL, Parse, Mobile First Platform, Docker, Django, MongoDB, Postgress.
