

Ivan Cantarino

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Abstract. Experienced iOS Engineer with a proven track record of enhancing app performance and increasing company revenue through innovative feature implementation and best practices. Skilled in leading the integration of modern technologies such as SwiftUI, Combine, and Swift Concurrency, resulting in cleaner and more efficient codebases. Adept of implementing performance metrics to improve app launch times and performance overall. Demonstrated ability to cultivate strong team cultures and deliver high-impact projects in both remote and hybrid environments. Proficient in a wide range of tools including Swift, SwiftUI, Combine, Swift Concurrency, Objective-C and various architecture patterns.

Experience

Visma Tech

Senior iOS Engineer

Hybrid

Sep. 2024 — Present

- Led modernization initiative migrating legacy Objective-C codebase to Swift, implementing SwiftUI, Swift Concurrency, and Combine for improved maintainability and performance
- Architected modular system by extracting features into independent Swift Packages, enhancing code reusability and reducing build times
- Integrated Apple Pay for seamless in-app purchases and Apple Wallet payments, expanding payment options for users
- Served as architecture decision maker, establishing technical direction and best practices for iOS development team
- **Tools:** *Swift, SwiftUI, Combine, Swift Concurrency, Objective-C, Swift Package Manager, Apple Pay*

OLX Group

iOS Engineer

Remote

Jul. 2022 — Aug. 2024

- Implemented the Financing feature, which led to an increase in the company's revenue of €120k per month
- Established best practices and cultivated a strong team culture, resulting in a highly effective and collaborative engineering environment.
- Led the integration of SwiftUI, Combine and Swift Concurrency into the project, resulting in a more cleaner and modern codebase.
- Increased the code coverage (Unit Tests) by 25%
- Implemented a performance metrics system for the app, which helped to improve the app's launch time in 20%
- **Tools:** *Swift, SwiftUI, Combine, Swift Concurrency, Objective-C, Unit Tests, MVVM-R, CI/CD*

Blip (TSED)

iOS Engineer

Hybrid

Feb. 2021 — Jul. 2022

- Maintained the pipelines running on a local server-dedicated Jenkins machine, with Fastlane integration for app distribution
- Integrated a websocket system for live odds updates
- Led the integration of SwiftUI, whilst migrating legacy codebase
- Led the implementation of the Event Page (SwiftUI, Combine, Async/Await) for the 2021 FIFA World Cup
- **Tools:** *Swift, SwiftUI, RxSwift, Unit Tests, UI Tests, MVVM, CI/CD*

Projects

Lightmorse - Flashlighting (Swift, UIKit)

- Single development and design of the app up to AppStore distribution
- Conversion of any text input into morse code and signal with the iPhone's flashlight

Cellular Life Automaton (Swift, UIKit)

- Based on John Conway's Game of Life, this app allows you to create the initial cellular pattern and make it flow based on some predetermined algorithmic principals
- Single development and design up to AppStore distribution

Timeric (Swift, SwiftUI)

- Create up to 6 custom timers, running simultaneously
- Notifications and alerts on timer ends
- Single development and design up to AppStore distribution

Skills

Swift, SwiftUI, Combine, Swift Concurrency, UIKit, Objective-C, MVVM, TCA, Unit Tests, UI Tests, CI/CD

Education

Externato D. Dinis

Highschool in Computer Science

Porto

2008

Delft University of Technology

Aeronautical Engineering - 84 hours

Online

2018

Massachusetts Institute of Technology

Aerodynamics - 210 hours

Online

2018