

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 <i>Senior iOS Engineer</i>	Hybrid Sep. 2024 — Present
<ul style="list-style-type: none">Led modernization initiative migrating legacy Objective-C codebase to Swift, implementing SwiftUI, Swift Concurrency, and Combine for improved maintainability and performanceArchitected modular system by extracting features into independent Swift Packages, enhancing code reusability and reducing build timesIntegrated Apple Pay for seamless in-app purchases and Apple Wallet payments, expanding payment options for usersServed as architecture decision maker, establishing technical direction and best practices for iOS development teamTools: <i>Swift, SwiftUI, Combine, Swift Concurrency, Objective-C, Swift Package Manager, Apple Pay</i>	
OLX Group <i>iOS Engineer</i>	Remote Jul. 2022 — Aug. 2024
<ul style="list-style-type: none">Implemented the Financing feature, which led to an increase in the company's revenue of €120k per monthEstablished 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: <i>Swift, SwiftUI, Combine, Swift Concurrency, Objective-C, Unit Tests, MVVM-R, CI/CD</i>	
Blip (TSED) <i>iOS Engineer</i>	Hybrid Feb. 2021 — Jul. 2022
<ul style="list-style-type: none">Maintained the pipelines running on a local server-dedicated Jenkins machine, with Fastlane integration for app distributionIntegrated a websocket system for live odds updatesLed the integration of SwiftUI, whilst migrating legacy codebaseLed the implementation of the Event Page (SwiftUI, Combine, Async/Await) for the 2021 FIFA World CupTools: <i>Swift, SwiftUI, RxSwift, Unit Tests, UI Tests, MVVM, CI/CD</i>	

Projects

Lightmorse - Flashlighting (Swift, UIKit)
<ul style="list-style-type: none">Single development and design of the app up to AppStore distributionConversion of any text input into morse code and signal with the iPhone's flashlight
Cellular Life Automaton (Swift, UIKit)
<ul style="list-style-type: none">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 principalsSingle development and design up to AppStore distribution
Timeric (Swift, SwiftUI)
<ul style="list-style-type: none">Create up to 6 custom timers, running simultaneouslyNotifications and alerts on timer endsSingle 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 <i>Highschool in Computer Science</i>	Porto 2008
Delft University of Technology <i>Aeronautical Engineering - 84 hours</i>	Online 2018
Massachusetts Institue of Technology <i>Aerodynamics - 210 hours</i>	Online 2018