

Julian Caicedo

iOS Software Engineer

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Work Experience

iOS Developer

Biotronik SE & Co. KG | Berlin | May 2016 - present

- Developed medical inventory native iOS app using Swift, RxSwift, Realm and Clean Architecture applied to MVVM.
- Supported and developed iOS apps for the global information and communication platform BIOconnect.
- Implemented back-end and REST services for web and mobile applications.

iOS Developer & External Consultant

Tekus S.A.S | Medellin | Oct 2015 - present

- Designed and implemented iOS app for digital signage platform using both Swift and Objective-C.
- Migrated existent Android applications to iOS.

Mobile & Web Developer

Ceiba Software House | Medellin | Apr 2014 - Sep 2015

- Developed native iOS (Objective-C) / Android mobile applications for medical insurance system.
- Supported web application using GWT.
- Implemented web services using Java and Spring framework.

Web Developer

Tata Consultancy Services | Medellin | Apr 2013 - Apr 2014

- Developed back-end on IBM Portal web application.
- Developed Java Portlets with Spring MVC.

Software Development Engineering Intern

Bosch Engineering GmbH | Abstatt | Mar 2012 - July 2012

- Developed Java-RCP based test automation tool.
- Develop Java web services for car simulator automation tool.

Skills & Abilities

- **iOS development:** Swift - Objective-C
- **Android development:** Kotlin - Java
- **Web development:** Java - JSP - Spring framework
- **Continuous Integration:** fastlane - Jenkins
- **Agile:** Scrum - Kanban - DevOps

Freelance Projects

kuviq (2018)

- Mobile lead and founding partner.
- Designed architecture and developed iOS app using Swift, RxSwift, Realm and MVVM.
- Developed Android app using Kotlin, RxKotlin, RxJava and MVVM.

Arkbox Player (2016)

- Implemented iOS client for digital signage advertising for Apple devices in retail stores using Swift with Objective-C integration, MVC, Realm.
- Developed iOS framework for digital signage synchronization.

Arkbox Messaging (2016)

- Implemented iOS messaging app using Swift and Firebase.

homebase (2015)

- Developed new functionalities on iOS app for employee scheduling platform using Objective-C.
- Support and bug fixing.

Education

Computer Science (B.Sc.)

Universidad de Antioquia (Colombia)

2007 - 2013

GPA: 4.1

Computer Science (Exchange Student)

Karlsruhe Institute of Technology (Germany)

DAAD 'Young Engineer' 2011 - 2012