Julian Caicedo

iOS Developer

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Work Experience

iOS Developer

7Mind GmbH | Berlin | March 2019 - present

- Develop new functionalities, improve and unit-test app foundation using Reactive Swift.
- · Core Data persistent store.
- Redux with MVVM architecture in Swift 5.1.

Remote Lead Mobile Developer

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

- · Design mobile architecture.
- Design, implement and unit-test iOS and Android apps for digital signage platform using Swift and Kotlin.
- Migrate existent Android applications to iOS.

iOS Developer

Biotronik SE & Co. KG | Berlin | May 2016 - November 2018

- Develop medical inventory iOS app using RxSwift, Realm and Clean Architecture applied to MVVM.
- Support, development and unit tests on iOS apps for the global information and communication platform BIOconnect.
- Implement back-end and REST services for web and mobile applications.

Mobile & Web Developer

Ceiba Software House | Medellin | Apr 2014 - Sep 2015

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

Software Development Engineering Intern

Bosch Engineering GmbH | Abstatt | Mar 2012 - July 2012

- Develop 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.

- Design architecture and develop iOS app using Swift, RxSwift, Realm and MVVM.
- Develop Android app using Kotlin, RxKotlin, RxJava and MVVM.

Arkbox Player (2016)

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

Arkbox Messaging (2016)

 Implement iOS messaging app using Swift and Firebase.

homebase (2015)

- Develop 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