

# Lautaro Pinto

Córdoba, Argentina

ar.lautaropinto@gmail.com | [www.linkedin.com/in/lautaro-pinto](https://www.linkedin.com/in/lautaro-pinto)

## iOS Developer | Swift Specialist | Product-Focused Mobile Engineer

iOS Developer with 6+ years of experience building high-performance iOS apps and SDKs in fintech, payments, and education. I specialize in modern Swift and SwiftUI architectures, building scalable, maintainable products that solve real problems. I lead migrations, reduce technical debt, and consistently improve app stability and user retention. Currently building a SwiftData-powered habit tracker for iOS 18 from scratch. I focus on shipping products that work, scale, and truly help users. Currently exploring Swift Concurrency and async/await patterns to strengthen my modern iOS architecture skills.

## EXPERIENCE

### Indie iOS Developer | Kaizenth – Córdoba, Remote

Sept 2024 – Today

- Designed and developed a habit-tracking app focused on long-term behavior insights and consistency.
  - Built natively with SwiftUI, SwiftData, and Swift Charts — no third-party dependencies.
  - Designed a clean vanilla SwiftUI structure with modular SwiftData models for advanced insights.
  - Implemented innovative features like Habit Collection and Breaks to help users persist after setbacks.
  - Released on the App Store with ongoing updates focused on data-driven feedback loops.
- (App Store: <https://apps.apple.com/us/app/habit-development-kaizenth/id6736703213>)

### iOS Developer | Albo – Córdoba, Remote

Apr 2024 – Aug 2024

- Delivered new features across a hybrid UIKit + SwiftUI codebase in a banking environment.
- Helped maintain crash-free sessions above 97% by resolving high-priority bugs.
- Worked with RESTful APIs and MVVM architecture to ensure scalable, testable code.
- Improved user experience across multiple flows with careful attention to animations and edge cases.

### iOS Developer | Yuno – Córdoba, Remote

Jul 2022 – Mar 2024

- Built a lightweight, modular payment gateway SDK used across multiple partner apps.
- Designed for high configurability and easy integration using CocoaPods and SPM.
- Collaborated with QA, design, and backend to ship a secure, reliable, and customizable SDK.
- Maintained and iterated on a custom in-house architecture optimized for SDK reuse and versioning.

## **iOS Developer | Crehana** – Córdoba, Remote

Jan 2022 – Jul 2022

- Modernized legacy UIKit components and improved iPad layout responsiveness.
- Introduced Dependency Injection and improved MVVM architecture for cleaner separation of concerns.
- Reduced tech debt by refactoring high-risk areas and initiating the migration away from storyboards.
- Helped improve onboarding and learning flows by enhancing code readability and structure.

## **iOS Developer | Brubank** – Córdoba , Remote

Apr 2021 – Dec 2021

- Contributed to core Homebanking app features using UIKit, SwiftUI, and RxSwift.
- Integrated GraphQL into the data layer for improved performance and structure.
- Wrote unit tests using Quick, Nimble, and XCTest to improve test coverage and code stability.
- Built user-facing views with animations and responsive design under tight deadlines.
- Frequently worked on fast-paced bug fixes and feature delivery with strong collaboration across squads.

## **iOS Developer | Naranja X** – Buenos Aires - On site

Apr 2019 – Mar 2021

- Led migration from MVC to MVP and later to VIPER-similar architecture alongside the architecture team.
- Refactored large legacy modules to improve maintainability, speed, and testability.
- Built and maintained key features from scratch across multiple app releases.
- Introduced unit testing practices using XCTest and helped establish a testing baseline.
- Worked closely with backend and design to deliver high-UX features with attention to edge cases.

## **Mobile Developer | IBM** (*Naranja X MVP project*) – Córdoba - On site

Feb 2018 – Mar 2019

- Built and maintained a cross-platform MVP app using NativeScript and RxJS.
- Delivered fast-paced iterations in agile teams aligned with product and business goals.
- Gained early experience in rapid mobile delivery, architecture constraints, and communication patterns.

## **SKILLS**

### • **Core iOS Development:**

Swift, SwiftUI, UIKit, Combine, RxSwift, SwiftData, Swift Charts

### • **Architectures & Patterns:**

MVVM, MVP, VIP/VIPER, Vanilla SwiftUI Architectures, Dependency Injection, Server-driven UI

### • **APIs & Data Integration:**

REST, GraphQL

- **Build & Tools:**

Xcode, CocoaPods, Swift Package Manager, Firebase, Bitrise, Xcode Cloud

- **Testing:**

XCTest, Quick, Nimble

- **Version Control & Workflow:**

Git, Agile (Scrum, Kanban)

## LANGUAGES

Fluent in **Spanish**. Intermediate proficiency in **English**, actively improving.

## EDUCATION

### Relevant Coursework in Programming and Computer Science

2015 – 2018

- Java, JavaScript, Python, SQL
- Mobile and Web Development Fundamentals
- Logical Reasoning and Lower-Level Programming
- Critical thinking