

LEANDRO DIAZ



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<https://leandroadiarz.github.io>

[leandroadiarz](#)

[@Leandrodiarz](#)

SKILLS

- Swift UI
- Swift
- Objc
- Firebase
- Azure
- SQL Databases
- CoreLocation and CoreData
- iOS Auth and Biometrics
- iOS Test-Driven Development
- Mac OS/ Cocoa/ Foundations
- Git, JSON, REST API's
- CocoaPods
- Xamarin
- Excellent attention to detail
- Familiar with Apple's design principles and interface guidelines
- Experience in translating design mockups into production-ready interfaces
- Proficient in conducting thorough online research to address and resolve challenges that arise in daily workflows. (Google / StackOverflow)

EDUCATION

- **.Net Full Stack Engineer Program**
- Remote • 01/2021
- **BrainStation Bootcamp**
- New York, NY • 08/2017
- **Certification:** IOS Development Bootcamp
- **Cybrary**
- California City, CA • 07/2019
- **Certification:** Linux +, Network +

PROJECTS&REPOS

<https://github.com/leandroadiarz/>

- COMPOSITIONAL LAYOUTS
- IMAGE BROWSER APP
- CODEBASE APP
- ARTCREATOR IPAD OS
- SWIFT KNOWLEDGE TEST APP
- APPSTORE CLONE APP
- RESTAURANT APP
- ANIMATIONS APP
- ARTIST APP
- MULTIPLEVIEW APP
- PORTFOLIO

CONTRIBUTOR PROJECTS

- STAPLES CONNECT APP <https://apps.apple.com/us/app/staples-connect/id1570643833>
- UNIVERSAL STUDIOS APP <https://itunes.apple.com/us/app/official-universal-orlando/id878217080?ls=1&mt=8>
- TQL CARRIER DASHBOARD APP <https://apps.apple.com/us/app/tql-carrier-dashboard/id494386102>

PROFESSIONAL SUMMARY

Senior iOS Developer with a robust track record of crafting seamless applications that resonate with users' needs. My foundation in Swift and adherence to Apple Design Principles empowers me to deliver solutions that not only align with Human Interface Guidelines but also integrate aesthetically pleasing ad spaces. As the tech landscape evolves, so do I, constantly learning, adapting and incorporating the latest frameworks to ensure applications are not just functional, but also future-ready.

My passion lies in leveraging technology to simplify and elevate the user experience.

SwiftUI, Swift, Objective-C, Xcode, C#, JavaScript, iPad, HTML 4/5, CSS 2/3, React JS, PHP, .NET, jQuery, Mac OS X, Linux, SQLite, Node JS, GIT, Source Tree, Jira, Bitbucket, JSON, SOAP, REST, UIKit, MapKit, Cocoa Touch, AV Foundation, Core Data, MVC & MVVM, Coordinator Pattern.

WORK HISTORY

- Apex Systems Sr. iOS Developer Contractor (AmFam Insurance) 100% Remote, 02/2023 - 10/2023
- || Apex Systems Sr. iOS Developer Contractor (Universal Studios Orlando) 100% Remote, 02/2022 - 02/2023
- Staples Connect Project / Swift || SwiftUI / iOS Developer 100% Remote, 02/2020 - 02/2022
- TQL Sr. iOS Developer Consultant 100% Remote, 2021
- Cognizant / iOS Developer (Contractor for CapitalOne Bank) 100% Remote, 09/2020 - 03/2021
- TriZetto Providers Solution, Cognizant / C# / .Net Developer 100% Remote, 03/2020 - 09/2020
- NSCGlobal - IT Software Specialist Orlando, FL • 09/2019 - 07/2020
- Programmination / iOS Engineer (Contractor) 100% Remote 07/2019 - 12/2019
- iOS Contractor CapitalOne - iOS Engineer (contractor) 100% Remote, 09/2017 - 03/2019
- Advent Healthcare - IT Software Specialist Orlando, FL • 05/2015 - 09/2017

STAPLES CONNECT APP || <https://apps.apple.com/us/app/staples-connect/id1570643833>

We're making giving back to your local community easy. Sign up for Classroom Rewards when you download the Staples Connect™ app. All year long you'll get 5% back when you shop to give to your local teachers. Teachers enroll so parents can give Classroom Rewards directly to you!

SOFTDEVJOBS || <https://apps.apple.com/us/app/softdevjobs/id1534569607>

SoftDevJobs is an App that allows Software Developers and also the General Public to find Jobs based on the USA.GOV platform

- Involved in requirement gathering and outlining using Swift Technology.
- Used Agile Scrum methodology for development.
- Enabled Bluetooth services using **BTLE**.
- Designed and developed User Interface applications, integrating with various Databases
- and Client - Server applications in iPhone/iPad application development using Objective-C, Swift, Cocoa Touch, UIKit, SQL, Cocoa Bindings, Core Animation custom controls and object-oriented programming.
- Created Notifications module that resurfaces notification messages through **APNs** from a database connected on a secure socket.

CONNECT || <https://github.com/leandroadiarz/Connect>

Social Media App Based on Google Firestore & Facebook Graph API, This app allows you to create your own network of friends, upload, download, share via AirDrop, any type of files, featuring Messages Chat One-to-One, also Group Chat, Create Posts Like/Unlike, Delete Reshare, Favorite Videos, Images or Actual Friends that you Connect to, with the caveat that is **OneApp Multiple Social Networks (Facebook, Instagram, Tweeter)**

MAPIN || <https://github.com/leandroadiarz/MapPin>

This app allows you to search, save and recover full map with all destinations as a Custom Map. Great for travel and create a destination route that will let you know how to get from your current location to the destinations saved on your map List, what is the current weather and alternative routes to each one. Every pin has a different color so you can differentiate where are you going specifically and anything of interest on that specific area.

GITHUB FOLLOWERS || <https://github.com/leandroadiarz/GitFollowers>

- 100% Programmatic UI
- Follow GitHub users, Save favorites users, See they're Repos, See they're Followers List

TIMER APP || <https://github.com/leandroadiarz/TimerApp>

- It's a Simple timer with a modern layout and adaptable to any screen size, 100% programmatically conforming to MVC pattern.

MAMMALZ || <https://apps.apple.com/us/app/mammalz/id1478601231>

- Work in collaboration in an agile team for a client that required Live Streaming implementations and bug fixes before the last release of the new version of this App.
- Livestream functionality.
- Mammalz brings a new possibility to encounter nature like you have never seen before.
- Developed iOS application using agile development cycles, TDD techniques and code reviews to ensure reliability of code. Worked extensively with Swift and Cocoa Touch frameworks.
- Interacted iOS APIs with Swift for application development including UIKit and Foundation Frameworks.
- Worked on Custom UI implementation with Story boards and associated with appropriate reusable classes.
- Worked on UI Tab Bar Controllers, Navigation bars, UI Collection View, Segues.
- Worked on MVC design architecture, Cocoa design patterns and concepts like delegation, protocols and categories.
- Worked on BT/BLE Communications, and Integrated Bluetooth Wireless Technology Such as BLE.
- Implemented data synchronization among view controllers using MVVM and Reactive Cocoa.
- Responsible for building Mobile applications using Xamarin Studio & XCode.