MAURICIO CHIRINO

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SKILLS

- **Programming Main Language**: Swift / ObjC
- Documentation and automation associated with it
- Design patterns, SOLID and Clean principles
- REST API design and Web services protocols
- Continuous integration (CI) as well as a growing drive toward automating mundane tasks to speed up process

- Dependency managers: SPM, Pods and Carthage
- QA Xcode tools (instruments) and **Unit/UI testing**
- MVC, MVVM, MVP, TDD, POP, DDD, SwiftUI
- Version control: Git
- UX and UI best practices
- Concurrency management

EXPERIENCE

iOS Sr developer – *Bitso* – México (remote)   06/21 –

- Continuous integration development (Bitrise, Fastlane)
- Collaboration in Ad-hoc GUILDs to improve app's architecture
- Automate documentation site generation for entire repo

iOS SSr+ developer – *PedidosYa* – Montevideo   08/19 – 06/21

- Refactor and rewrite big chunks of legacy code
- Mentorship and workshop training in testing and coding best practices
- Pod management and ownership
- Continuous integration development (Jenkins, Fastlane)

iOS SSr developer – *Intive* – Buenos Aires   2018 – 07/19

- Integrated nicely as part of a 10+ team from all over the world
- Worked with SCRUM methodology alongside *Clean Swift* and SOLID principles
- Reviewed interview process for potential new candidates
- Collaborated on internal pods creation leveraging generics and protocols implementation

iOS lead developer – *The visitor* – Panamá (remote)   2017

- Reduced load time from 2+ seconds to <60 ms by working with the backend development team to rebuild REST API.
- Rebuilt calendar module from scratch, added new features and improved map's functionality.

iOS developer – *Tek3* – Spain (remote)   2016 – 2017

- Solved several critical bugs to prevent crashes in the production stage.
- Improved app's background workload to avoid freezing UI during long operations from REST API.
- Provided maintenance and new features in just under a month from starting working on the project.

PROJECTS

MyStickers   2018

- Developed and publish an app to track and share users' collection stickers and overall progress
- Utilized snapshot testing and to rapidly adopt accessibility and dark mode after it was launched
- Implemented sharing capabilities via QR code custom generation and core data persistence

EDUCATION

iOS Developer Nanodegree at *Udacity*	September 2017
iOS App Development with Swift at *Coursera.org*.	May 2016
Bachelor's in Software engineer at **UNET**	November 2014