

MAURICIO CHIRINO

[Correo](#) | [Blog](#) | [LinkedIn](#) | [GitHub](#) | [Medium](#)

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) and Github action tools to streamline entire pipelines.
- Dependency managers: [SPM](#), Pods and Carthage
- [Unit testing](#) and UI E2E testing via [Maestro](#)
- MVC, MVVM, TDD, POP, DDD, SwiftUI
- Version control: Git
- UX and UI best practices
- Concurrency management

EXPERIENCE

Sr. iOS Sr developer – [Bitso](#) – México (remote) 06/21 –

- Helped increase test coverage (from 19% up to ~50%) in a calendar year for a legacy codebase. Also pushed for Maestro automated adoption for E2E coverage of critical flows
- Guided cross team initiatives to reduce overhead in the app's release process.
- Drove modularization: from monolith to multiple in-repo packages for the entire guild process
- Mentorship related to testing and coding best practices through documentation (via [company's blog](#), internal doc and 1:1 tutoring when needed)

iOS SSR+ developer – [PedidosYa](#) – Montevideo 08/19 – 06/21

- Refactor and rewrite big chunks of legacy code
- Mentorship related to testing and coding [best practices](#) through 1:1 workshop training
- Pod management and ownership

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
- Conducted 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.

PROJECTS

[MyStickers](#)

- 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

[MatchWords](#)

- Developed in-house algorithm to assess word recognition in multiple languages
- Blend UIKit features with SwiftUI ones seamlessly
- Test coverage to quickly iterate without causing regressions.
- Dark mode and localization support for English and Spanish stores.

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