

MAURICIO CHIRINO

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SKILLS

- **Programming Main Language:** Swift / ObjC
- Storage: [UserDefaults](#), [Mobile Realm](#), [CoreData](#)
- 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** – [PedidosYa](#) – Montevideo 08/19 –
- Collaborative work alongside 18 developers in the same product
 - SCRUM/Kanban methodology alongside MVVM
 - 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.
- iOS Internship** – [Synergy-GB](#) – Caracas 2013 – 2014
- Built backend REST API (7 endpoints) and established compatibility with [Gemalto's](#) third party library.
 - Coordinated with designers to achieve UI/UX compliance for both company and college requirements.
 - Designed and implemented app wireframe from scratch in ObjC.

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