# MAURICIO CHIRINO

Montevideo | +59899881776 | Correo | Blog | LinkedIn | Stackoverflow | 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 other automation tools to streamline entire pipelines.

- 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 –

- Helped increase test coverage (from 19% up to ~50%) in a calendar year for a legacy codebase.
- Collaboration in Ad-hoc GUILDs to improve app's architecture
- Automate documentation site generation for entire repo
- Drive 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 and internal doc)

### *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
- 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.

## 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

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| 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 |