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Profile

I love learning. Software development is perfect for me because you cannot stop learning. I work as a **Senior iOS developer** (Swift and Objective-C) helping in the design of the apps and also selecting the best possible architecture for the apps. I enjoy learning and improving my knowledge, no matter the subject. I'm looking for a position as a software developer where I can develop strategic solutions and broaden my personal and professional skills. Besides, I love teaching junior developers their first steps so I'm always available to help them and point them in the right direction.

Experience

Dinoroco Studios, SL

09/2022 – now

My own company where I have started working as a freelancer/contractor for different clients.

Projects I have worked on so far:

- **Arctouch:** IUS factory software company where I've worked as a Senior iOS developer for an internal project in INDITEX.

* Languages: **Swift** - Patterns: **MVVM** - Frameworks: **SwiftUI, Combine**.

- **One2One:** I had the opportunity to work on the Carrefour project and mentor a few junior developers. I was working closely with the team lead to achieve the main goals over a year, taking part in the management team and even developing new modules from scratch.

* Languages: **Swift** - Patterns: **MVVM** - Frameworks: **UIKit, SwiftUI, Combine**.

- **Plexus:** One of the biggest factory software companies from Spain. I'm working in the Santander bank client app as a Senior iOS dev (<https://apps.apple.com/es/app/santander/id408043474>)

* Languages: **Swift** - Patterns: **MVP, MVVM** - Frameworks: **UIKit, SwiftUI, Combine**.

- **INDRA:** I had the opportunity to work on the Saudi Spanish train project and mentor a junior developer. This opportunity was granted through the MALT platform. (<https://apps.apple.com/us/app/hhr-train/id1533264335>) I also had the opportunity to work on the design and architecture of the app due to it was a project from scratch.

* Languages: **Swift** - Patterns: **MVVM** - Frameworks: **UIKit, SwiftUI, Combine**.

Keep Coding

04/2022 – 10/2023

The company is dedicated to teaching programming through its intensive programs to prepare young developers who want to learn about software development.

In this company, I was working as a teacher for almost two years, teaching Swift (UIKit).

In addition, I was helping to select the right documentation and the best methodology for the most optimal learning by the students.

Blue Trail Software

06/2021 – 09/2022

BTS is a San Francisco (US) factory software company where I am working as an iOS team Lead trying to follow agile methodologies. We have clients from all over the world and most of the team located in South America.

I have leaded 3 different projects so far:

- **Curelator**: medicine application oriented to the treatment of migraines. I was working as a team lead with a team of 7 developers: Dailies, retros, 1-to-1, JIRA boards, design of the app... (<https://apps.apple.com/us/app/n1-headache/id925671723>)
- **MyLuna**: Application oriented to the study and monitoring of menstruation in women. I have worked as a team lead with a team of 4 developers. I had the responsibility to work on the architecture of the app.
- **Marin County**: Application for the city museum with the same name. I have worked as a team lead with a team of 3 developers working together with the UI team and the PO to choose the best options as an architecture pattern for the restyling of the app (<https://apps.apple.com/us/app/marin-county-civic-center-tour/id955008719>)

I also was in charge of some DevOps tasks like CI/CD (**Xcode Cloud**) and doing some recruiting interviews for the new colleagues.

* Languages: **Swift, Objective-C** - Patterns: **MVC, VIPER, MVVM, VIP** - Frameworks: **UIKit, SwiftUI, Combine**.

Linearity

06/2020 – 06/2021

A German startup with an amazing product: **Vectornator app**. Create sophisticated illustrations, beautiful interface designs, amazing layouts - all in one super powerful tool.

I have worked here as a senior iOS developer in a small team on different tasks related to the macOS app. One of the most important tasks was working with a new coder trying to improve the native one that Apple supports and all the tasks related to the iCloud service.

<https://www.vectornator.io>

App: <https://apps.apple.com/us/app/vectornator-design-software/id1219074514>

* Languages: **Swift** - Patterns: **MVVM** - Frameworks: **UIKit, SwiftUI, Combine**.

BetVictor

01/2018 – 05/2020 / 2 years and 5 months

BetVictor is an online gambling company from England based in Gibraltar. I have worked as an iOS developer. I have worked with 6 other colleagues and We have developed **Bwin** and **William Hill** app for Asia.

I had been working in cross-vertical teams (1 dev from android + 1 dev from iOS + 1 PM + 1 dev from backend, etc) trying to follow agile methodologies. I had been involved in great events as the World Wide Cup '18 and some Euro Cups with deadlines that we complete in time. Also took the opportunity to work with the UI team to select the best possible designs for the app

<https://www.betvictor.com/>

* Languages: **Swift, Objective-C** - Patterns: **MVC, MVP, MVVM** - Frameworks: **UIKit, SwiftUI, Combine**.

Tienda Digital UK

09/2017 – 02/2020 / 2 years and 6 months

I was working as a freelance iOS developer in applications coded in Objective-C and Swift for private clients from the UK. **TiendaDigital** is an England company so all communications were in English. Some works:

- Drop project: <https://itunes.apple.com/us/app/drop-app/id1263083811?ls=1&mt=8>
- Crypsta: <https://apps.apple.com/bo/app/crypsta/id1061055930>

* Languages: **Swift** - Patterns: **MVC, MVVM** - Frameworks: **UIKit, SwiftUI, Combine**.

Elitech Lab

06/2017 – 01/2018 / 6 months

I was working as a Lead iOS developer in applications coded in Objective-C and Swift 3 for private clients from the UK and the Government of Gibraltar. This company uses the 2x2 rule so I was working as an android dev too. **I had the responsibility to select the architecture pattern for the projects and had to work on the designs too.**

<http://www.elitechlab.com/es/>

- Lead SchoolBusTracker project (iOS/android): <https://schoolbustrackerapp.com/>
- Gibraltar Museum app (iOS): <https://itunes.apple.com/us/app/gibraltar-museum/id1047787866?ls=1&mt=8>
- Gibraltar Upper rock (iOS): <https://itunes.apple.com/us/app/gibraltar-upper-rock-paths/id902352662?ls=1&mt=8>
- GIB Macaque (iOS): <https://itunes.apple.com/us/app/gib-macaque/id1046117829?ls=1&mt=8>

* Languages: **Swift, Objective-C** - Patterns: **MVC, MVP, MVVM** - Frameworks: **UIKit**.

WhatsCine

04/2017 – 06/2017 / 3 months

I have worked as an iOS developer in applications oriented to the audiovisual accessibility of disabled people and companies like Telefónica Movistar+.

<http://www.whatscine.es/>

- Help to build Movistar 5S+ app (Objective-C): <https://itunes.apple.com/bz/app/movistar-5s/id1118374039?mt=8>
- Lead the WhatsCine official app (Swift) : <https://itunes.apple.com/es/app/whatscine/id627440551?mt=8>

* Languages: **Swift, Objective-C** - Patterns: **MVVM** - Frameworks: **UIKit**.

SOAX

01/2016 – 04/2017 / 1 year and 4 months

Company based in the north of Madrid and dedicated to making awesome app (android, iOS, web) for private clients. I've worked as an android dev Jr. and iOS developer in this fantastic company.

<http://www.soax.es/>

- Help to build **Correos Express** drivers app (iOS - android app)- private client.
 - Lead the **Correos Express** commercials app (iOS app) - private client
- * Languages: **Swift, Objective-C** - Patterns: **MVC, MVP** - Frameworks: **UIKit**.

Fundación Campus Universitario de Algeciras

03/2014 – 06/2014 / 4 months (internship)

I started my career developing several Android projects, most of them for the private sector. I was coding in Django as well. This period of work was part of my graduate-level internship in the field.

Education

Advanced Education in Software Development

09/2012 – 06/2014 (NFQ Level 5 equivalent)

Knowledge about iOS development.

Tools & Skills

Patterns and languages : MVC, MVVM, VIPER // Objective-C and Swift.

Databases : MySql, CoreData, Realm.

Frameworks : SwiftUI, Combine.

Portfolio

Acerinox – Calendario 5º turno

iOS app

App developed in Swift for Acerinox S.A company. It's a simple calendar app. It has more than 25,000 downloads!

App Store : <https://itunes.apple.com/es/app/acerinox-calendario-5o-turno/id1153412324?l=en&mt=8>

Work Calendar iOS app

App developed in Swift 4 for workers with shifts work. They can save their holidays, personal affairs, extra hours so that they can take control of their work.

App Store : <https://itunes.apple.com/us/app/work-calendar/id1348319313?l=es&ls=1&mt=8>

OPO – Ortografía para opositores**iOS/android app**

The small application developed with a small SQL database. It is an application to practice the Spanish spelling, specially designed for opponents to National Police.

App Store : <https://itunes.apple.com/us/app/opo-ortografia-para-opositores/id944171541?l=es&ls=1&mt=8>

Google Play : <https://play.google.com/store/apps/details?id=main30.com.adbm>

www.oscargarrucho.com**personal blog**

A personal blog where I like sharing the knowledge I am learning every day in my job about Swift's world. Besides, it's my portfolio to present my personal works.

www.github.com/oskarko**repositorio personal en GitHub**

A personal repo from GitHub where I usually upload my projects or codes to share with the dev community.

Hobbies

I like to travel, sports and new technologies. I love a good chat during a walk, to tickle my little son and pretend we are fighting.

References : available on demand