Ramiro Diaz Ortiz

Location: Buenos Aires | Remote

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Career Summary:

- 12+ years of iOS development experience from agencies to in-house products
- 5+ years of technical direction for teams between 2 and 8 people
- 8+ years of experience as an iOS consultant
- 4+ years of Android experience
- 8+ years of Swift development
- 6+ years of Objective-C development
- Strong background in agile methodologies and team management

Impact Summary:

- **Honest Day's Work:** Orchestrated complete app architecture and design; Authored CI/CD pipelines, making release process 90% automatic, optimizing communication workflows between Engineering, Product, and Management teams
- **Airtime:** Facilitated the re-implementation of the chat functionality, a key feature used by 100% of the users
- **Publishers Clearing House:** Led a complete redesign of the app, serving as the principal contributor to the architecture. One key functionality was the action handler to make the app driven by backend
- **Avature:** Played a crucial role as the main iOS developer and mobile core developer, creating the company's first mobile app from scratch
- **FDV Solutions:** Developed and released the "United Nations Foundation'' application, making support for the United Nations easy through mobile technology and ensuring compatibility with accessibility features

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Professional Experience

Honest Day's Work (now Door)   August 2022 - PRESENT (2 years+)
Lead iOS Engineer

- Designed and executed a comprehensive CI/CD pipeline with automated building, testing, distribution, and communication, making the development process and distribution less error-prone and 100% consistent
- Launched the MVP for James App ([Driver](#) & [Rider](#)), achieving 100% of the initial feature set
- Main holder for the Apple Store Connect account, including developing resources like certificates, keys, and distribution
- Partnered with design and product teams to develop and implement new features of the Door app, accomplishing 100% of the deadlines on time
- Orchestrated team expansion, conducting comprehensive technical and behavioral interviews; tripled iOS team size and created an AI-based interview framework, reducing time for feedback

Technologies and tools: Swift, SwiftUI, UIKit, Ruby, SPM, The Composable Architecture, MVVM, AWS SNS, Datadog, Figma, Jira, Linear, CircleCI, Bitrise, Heap, Firebase, Postman, Proxyman, Github, Open API & Swagger, Mapbox, Fastlane, Design system, Rest, Combine, Tooling, Push notifications, Stripe, Feature Flags

Airtime   June 2021 - June 2022 (1 year)
iOS Developer & iOS Manager

- Collaborated on the migration from Airtime's main app to Cantina app
- Led the iOS team (6 people) as iOS Manager, conducting performance reviews, 1:1s, and planning meetings
- Communicated closely with key stakeholders, including product owners, managers, UI/UX designers, QA team, and PMs

Technologies and tools: Swift, UIKit, SPM, CocoaPods, Carthage, WebSockets, Rest

Amazon Ring   November 2020 - June 2021 (7 months)
iOS Developer

- Enhanced Neighbors project by implementing end-to-end functionalities enhancing both user experience and accessibility; The app boasts a 96% user acceptance rate with over 290K + ratings
- Coordinated with cross-functional teams, ensuring the application was consistent across different platforms
- Expanded unit test coverage from 60% to 90% in one quarter

Technologies and tools: Carthage

Publishers Clearing House   August 2016 - November 2020 (+4 years)
iOS Developer & Technical Leader

- Transformed a small team of 2 developers into a robust unit of 8 engineers, managing the simultaneous deployment of applications
- Engaged with Product Managers to co-develop user stories and acceptance criteria
- Served as the technical leader for the iOS team, providing mentorship and guidance
- Engineered a complete revamp of the iOS app's architecture, introducing innovative design elements and improving performance and contributing to a decrease in crash rates (99.9 % crash free sessions)
- Key contributor for PCH app (with over 117K + reviews, rated 4.6 stars) and Slots Game module, which became a standalone app
- Integrated a new ad provider, resulting in increased revenue by supporting real time auction

Technologies and tools: Swift, UIKit, MVC, Git Submodules, GitLab, Lottie, MixPanel, Charles Proxy, Instruments, Agile, Leanplum, Ad providers (Mopub, Nimbus, AppNexus, Facebook Ads, Google Ads), Animations (UIView, Core), VersionOne

Avature   June 2013 - June 2016 (3 years)
Mobile Developer

- Released first iteration of the Avature App, with adaptive design for both iPhone and iPad in less than one year
- Designed secure backend APIs for mobile apps, ensuring seamless integration with the mobile platforms
- Implemented web pages on top of the Avature framework, ensuring the app was highly customizable to support different hiring manager modules already available on the web

- Architected a shared codebase for iOS and Android, achieving 30% code reuse between the platforms, which reduced bug-related downtime
- Developed offline support for around 90% of the functionalities, ensuring seamless app performance during network interruptions

  Technologies and tools: Objective C, UIKit, PHP, Djinni, CocoaPods, Java, C++, MVC, Git Submodules, Github, Android Framework, Avature, Charles Proxy, Instruments, Agile, SQL, CSS

FDV Solutions   April 2011 - April 2013 (2 years)
iOS Developer

- Main developer in projects including AMC Theaters (with over 949K reviews, and 4.6 stars), Someecards, ROOST, and the United Nations Foundation App

  Technologies and tools: Objective C, UIKit, CocoaPods, MVC, Git, SVN, Sharepoint, Charles Proxy, Instruments, Agile, Facebook API, X API, in-house distribution

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Education

Software Engineer   June 2016
Facultad de Ingeniería, Universidad de Buenos Aires

Languages

Spanish (Native) - English (C1)