

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 application from scratch
 - **FDV Solutions:** Developed "United Nations Foundation" application, making support for the United Nations easy through 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
- 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

Skills: Swift, SwiftUI, 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, Unit Testing, Integration Testing, UI Testing, Modularization, Certificates

Airtime

June 2021 - June 2022 (1 year)

iOS Developer & iOS Manager

- Collaborated on the migration from Airtime's main app to [Cantina](#) app, following best practices for app's architecture
- 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

Skills: Swift, UIKit, SPM, CocoaPods, WebSockets, Rest, Unit Testing, Patterns Design

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

Skills: Swift, UIKit, Auto Layout, Xib, MVVM, CocoaPods, Carthage, SPM, Unit Testing, Jenkins, UX, Accessibility Inspector

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, contributing to the app stability by decreasing 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

Skills: Swift, UIKit, Auto Layout, Xib, Constraints, MVC, Git Submodules, GitLab, Lottie, MixPanel, Charles Proxy, Instruments, Agile, Leanplum, Ad providers (Mopub, Nimbus, AppNexus, Facebook Ads, Google Ads), Animations (UIView, Core), VersionOne, Quality Assurance, Debugging, Leaks detection, Certificates

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 applications, 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

Skills: Objective C, UIKit, Auto Layout, PHP, Djinni, CocoaPods, Java, C++, MVC, Git Submodules, Github, Android Framework, Avature, Charles Proxy, Instruments, Agile, SQL, CSS, Memory Management, ARC, UI Testing, Xib, Constraints, Quality Assurance

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

Skills: Objective C, UIKit, CocoaPods, MVC, Git, SVN, Sharepoint, Charles Proxy, Instruments, Agile, Facebook API, X API, in-house distribution, ARC, Quality Assurance, Human Interface Design, Debugging Strategies, Leaks detection, Accessibility Inspector

Education

Software Engineer

June 2016

Facultad de Ingeniería, Universidad de Buenos Aires

Languages

Spanish (Native) - English (C1)