Ramiro Díaz Ortiz

iOS Technical Leader & Android Developer

Personal Info

- **Location:** Buenos Aires, Argentina
- **Languages:** Spanish, English

Contact:

- **Mobile:** +54 911 3758-7208
- ramiro.do@gmail.com
- LinkedIn

Overview

I am a highly detailed professional with a wealth of experience in mobile development, management, and technical leadership. My career spans numerous high-profile projects where I have demonstrated a strong commitment to quality, performance, and scalability. I excel in end-to-end software development, including analysis, risk management, architecture design, and implementation.

I thrive in challenging environments, leveraging my strong communication skills and ability to resolve complex issues effectively. My leadership approach focuses on fostering trust and loyalty within teams and aligning development practices with business objectives. I ensure compliance with policies and standards and adapt to the evolving needs of the business.

Education

- **Software Engineering** (2016), Universidad de Buenos Aires

Languages

- Swift, Objective-C (iOS), Java, Kotlin (Android), Ruby, C++, PHP, MySQL, C, Perl, Bash, Python

Programming & Development Skills

- Object-Oriented Programming
- Software architecture & design
- User interfaces implementation (UIKit & Swift UI)
- Architecture for network layers
- WebSockets
- MVVM & TCA Architecture
- CI/CD implementation
- UIView and Core animations (UIKit)

- Units
- UI tests
- Accessibility features
- Combine Framework
- Relational databases
- Local and remote notifications
- App Distribution (Testflight, Enterprise, App Store)
- Design System

Tools & Frameworks

- CocoaPods, Carthage, and SPM for framework distribution
- Instruments
- Firebase
- Fastlane
- Crashlytics
- Open API & Swagger
- InVision, Figma, Adobe XD & Lottie
- Heap, Leanplum, and Mixpanel for analytics, A/B testing, push notifications, marketing, in-app messaging, etc.
- Feature flags
- Ad providers (Mopub, Nimbus, AppNexus, Facebook Ads, Google Ads, etc.)
- Git (GitHub, GitLab), SVN
- Postman
- Charles, Proxyman

Management, Soft Skills & Development Practices

- Strong capacity for planning
- Team leadership
- Management
- Strong communication
- Recruiting processes
- Ability to create plans for project development
- Periodic team review (providing feedback for each member based on both soft and technical skills)
- Review of career plans
- Agile development
- Scrum
- Jira, VersionOne, Notion, Confluence

Experience

Honest Day's Work (now Door) (August 2022 - Present)

iOS Lead Engineer

As the iOS Lead Engineer at Honest Day's Work, now Door, I am responsible for end-to-end implementations, architecture design, and CI/CD pipeline setups. I also lead the implementation of tooling and manage the interviewing process for new hires. My leadership responsibilities include planning in conjunction with the product team and ensuring the technical excellence of our iOS applications.

James App

- **Link**: https://apps.apple.com/ar/app/james-rider/id1643202375
- **Description**: James App connects users directly with professional drivers, allowing them to book and manage rides easily. The app offers features such as scheduling trips, tracking drivers, viewing friend recommendations, and booking rides for others. It supports drivers in operating their own businesses by keeping 95% of the fare and 100% of the tip. Recent updates include a referral bonus system for users to earn ride credits.

Latch App

- **Link**: https://apps.apple.com/us/app/latch-app/id1062355375
- **Description**: Latch App provides a comprehensive platform for managing building access. It allows users to unlock doors with their smartphones, manage guest access, and monitor building entries. The app integrates with smart home devices and offers features such as remote access and real-time notifications. It aims to enhance security and convenience for residents and property managers.

Airtime (June 2021 - June 2022)

iOS Manager

As the iOS Manager, I led the development of end-to-end implementations and participated in the architecture design of the iOS application. My role included management duties such as conducting one-on-one meetings, planning with the product team, and ensuring the successful execution of projects from inception to deployment.

Cantina App

- **Link**: https://apps.apple.com/es/app/cantina/id1018368216
- **Description**: Cantina is a mobile app designed for discovering and ordering from local eateries. Users can browse menus, place orders, and make payments through the app. It supports various dining options, including takeout and delivery, and provides users with personalized recommendations based on their preferences.

Amazon Ring (November 2020 - June 2021)

iOS Engineer

While working as an iOS Engineer for Amazon Ring, I contributed to the "Neighbors" project by implementing end-to-end functionalities. My responsibilities included designing and developing features, collaborating with cross-functional teams, and ensuring the application met high standards of performance and reliability.

Neighbors App

- **Link**: https://apps.apple.com/us/app/neighbors-by-ring/id1218902777
- **Description**: Neighbors by Ring is a community-focused app that helps users stay informed about local safety. It allows users to share and receive real-time crime and safety alerts, post updates, and view video footage from Ring devices in their neighborhood. The app fosters community collaboration to enhance safety and security.

Publishers Clearing House (August 2017 - November 2020)

iOS Technical Leader

Architect of the main features for every iOS app in the company. Technical leader.

Publishers Clearing House (August 2016 - November 2020)

iOS & Android Developer

PCH App

- **Link**: https://apps.apple.com/us/app/pch-real-prizes-fun-games/id1472050293
- **Description**: The PCH (Publishers Clearing House) app offers users the opportunity to play games and win real prizes. It features a variety of games, sweepstakes, and instant win opportunities. Users can participate in daily giveaways and accumulate tokens for additional chances to win.

PCH Slots App

- **Link**: https://apps.apple.com/us/app/pch-slots/id1475662207
- **Description**: PCH Slots is a mobile app that provides a virtual slot machine experience with the chance to win real prizes. Users can spin the slots, earn rewards, and participate in daily contests. The app includes various themed slot games and offers bonus rounds and jackpots.

Freelance (June 2014 - Present)

Mobile Developer

- **Football Challenge:** iOS application to bet and share the results of the 2014 FIFA World Cup games. FootballChallenge allowed users to select a team to follow and add its matches to the native calendar. Additionally, the application shows a leaderboard based on a top-ten ranking. Users could log in through Facebook and Twitter.
- **Beautybooked:** App that provides access to the best salons and spas. Users could search for salons and spas using a wide variety of criteria, including name, location, date, and time, and book appointments instantly. Provided support to stabilize the application and fixed several errors related to the user interface, which was developed entirely programmatically.
- **Various Projects:** Working with different US clients as a freelance consultant (for both iOS and Android applications).

Avature (June 2013 - June 2016)

Mobile Developer

iOS main developer and mobile core developer (shared by both iOS and Android applications). Backend developer for APIs consumed by mobile applications.

Avature

- **Link**: https://apps.apple.com/ar/app/avature/id878306900
- **Description**: The Avature mobile app is an extension of the Avature platform that allows key stakeholders to perform essential recruiting tasks while on the go, even with no internet connection. Available modules include Events, Hiring Manager, and Recruiter. The app supports offline session handling and multi-language fields, aiming to provide a comprehensive mobile recruiting solution.

FDV Solutions (April 2011 - April 2013)

iOS Developer

As an iOS Developer at FDV Solutions, I worked on multiple applications, including AMC Theaters, Someecards, ROOST, and the United Nations Foundation App. I was involved in updating, developing, and supporting these applications, ensuring they met user needs.