Ricardo Silva

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Relevant Work Experience

Senior iOS Developer, OutSystems – Remote, Portugal   **February 2022 – Present**

- Developed **new 10 iOS SDKs**, available as **xcFrameworks**, that are consumed by OutSystems plugins through **Cocoapods**, to build mobile apps.
- Maintained all the OutSystems' **supported 25 plugins' iOS SDKs**, compatible with all iOS versions since 14.0.
- Migrated existing SDK code from **Objective C** and **UIKit** to **Swift** and **SwiftUI**. This helped to provide a clearer, more modern and maintainable codebase.
- Added **Continuous Integration** to the team's process by introducing tools such as **Fastlane**, **SonarCloud**, **SwiftLint** and **Snyk**. This improved code quality, efficiency and accelerated fault isolation.
- Improved code quality by introducing concepts such as **code coverage** and **event-driven testing**. This allowed the team to assess the quality of our test suites.
- Introduced **Protocol-Oriented Programming to the team's** development process. This approach allowed the building of flexible, maintainable and extendable libraries.
- Acted as a **mentor to more Junior Engineers** in the team.
- Worked closely with Android developers, Product Designers and Testers under a **Scrum** process.
- Contributed to **Capacitor**'s officially supported plugins.

Senior iOS Developer, Siemens – Remote, Portugal   **November 2020 – January 2022**

- Acted as the **Technical Lead** of a 5 developers team.
- Developed for **a white-label framework** used for building 80+ public transportation iOS mobile apps.
- Developed a **Push Notifications SDK** using **Swift**, **SwiftUI** and **The Composable Architecture**.
- Improved the SDKs' **Accessibility** features by 20%. This allowed the expansion of the potential user base, making the final product more inclusive and user-friendly.
- Worked closely with Android developers, Product Designers and Testers under a **Scrum** process.

Systems Analyst, Ascendi – Porto, Portugal   **January 2016 – October 2020**

- Acted as the **Technical Lead** of a 3 developers team.
- Developed an iOS application to record road infrastructure inspection activities used by 30+ road inspectors.
- Introduced **Swift** into the app, reaching a high of ~25% of overall code coverage. Comparing with **Objective-C**, Swift is safer, faster and easier to use.
- Segregated 15% of a single **Storyboard** into multiple **xib** and **Swift** files. This improved app start-up times and memory allocation.
- Introduced **unit and UI testing** into the team's process. This helped to improve the quality level of the entire product.
- Worked closely with Stakeholders and Product Designers to define the app's requirements.

Education

Faculdade de Engenharia da Universidade do Porto – Master in Informatics and Computing Engineering   2013

Skills

Certifications: Professional Scrum Master I (June 2020 by Scrum.org)

Programming Languages: Swift, Objective C, C, JavaScript, Java, C#

iOS Libraries/Frameworks: Cocoapods, Swift Package Manager, Carthage, XCTest, Quick, Nimble, CoreData, Realm, UIKit, AVFoundation, Vision, SwiftUI, Combine, UserNotifications, WebKit, PassKit, SafariServices, TDD/BDD, MVC, MVVM, TCA

Databases: SQL, Microsoft SQL Server, Oracle SQL Developer

Web Technologies and Modelling: XML, SOAP, REST, JSON, HTML, UML

Automation: Fastlane, Apache Maven, Jenkins/Hudson, TeamCity, SonarQube, Snyk, GitHub Actions, Git

Management Tools: Bugzilla, Redmine, Jira, Confluence, Pivotal Tracker, Trello, Asana

Communication Platforms: Slack, Microsoft Teams, Discord

Development Methodologies: Waterfall, Agile, Scrum, Kanban, Lean