

Ricardo Hurla

Lead iOS Developer

Profile

I am a seasoned Lead iOS developer with extensive experience crafting and managing iOS applications. I have had the privilege of working with a variety of organisations throughout my career, from agile startups to well-established organisations, always delivering my best to help them achieve their business objectives and contributing to a variety of teams and stakeholders.

Employment History

Lead iOS Developer at Moneybox, London

January 2021 - Present

- Provided leadership and mentorship to a team of iOS engineers, successfully supporting several team members in progressing to senior-level roles.
- Directed cross-squad collaboration and facilitated delivery across multiple development teams, ensuring alignment with product goals and timelines.
- Worked closely with product, design, and engineering stakeholders on complex project ideation, planning, execution, and reporting.
- Introduced and championed improvements to unit testing practices, significantly increasing code coverage and enhancing long-term code reliability.
- Played a key role in the redesign of the application and the implementation of new payment methods, contributing to improved user experience and feature robustness.
- Guided teams through the delivery of high-impact projects under tight deadlines, ensuring quality and timely outcomes.
- Actively involved in project planning from inception through to delivery, ensuring technical solutions remained aligned with business objectives.
- Provided regular mentoring and support to less-experienced developers, contributing to a culture of continuous learning and professional growth.

Senior iOS Developer at WorldRemit, London

March 2020 - January 2021

- Contributed to the development of the iOS application as part of an iOS Chapter.
- Created an iOS Widget for currency conversion.
- Maintained and refactored legacy code.
- Participated on a redesign of different areas of the app, contributing with cross-functional teams.
- Helped to defined development guidelines within the chapter.

Personal Details

Kent
United Kingdom
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Skills

Leadership & Project Delivery

Team Leadership
Project Management
Design & User Experience

iOS Development

iOS Native Development
Swift / Objective-C
SwiftUI / UIKit

Tools & Processes

Git
CI/CD
Fastlane Tools

Links

[LinkedIn](#)
[Portfolio](#)
[GitHub](#)
[BitBucket](#)
[StackOverflow](#)

iOS Developer at Tide, London

January 2019 - March 2020

- Responsible for the development of the iOS application within the squad.
- Maintained and refactored legacy code.
- Contributed to the app redesign.
- Implemented features in many sections on the app, including an receipt/transaction matching, which was widely used for businesses in order to keep a digital version of their receipts included on the transaction displayed on the app.
- Actively worked with cross-functional teams, closely to Product Managers to define features and plan the development cycle.

iOS and MacOS Developer at Secure Broadcast, Belfast

July 2017 - January 2019

iOS Developer and UX Designer at GoConqr, Belfast

March 2016 - July 2017

iOS Developer at R7.com, São Paulo

June 2015 - January 2016

iOS Developer at Minha Vida, São Paulo

June 2014 - May 2015

Junior iOS Developer at Digisa Digital, São Paulo

May 2013 - June 2014

Education

Technologist, Universidade Anhembi Morumbi, São Paulo

October 2015 - October 2017

System Analysis and Development

Courses

- iOS Development, Multiple Online Training sessions
- iOS Development, Impacta Technologies - Training Centre
- ActionScript 3 Development, DRC - Training Centre
- WebServices Development Node.js, Express.js and MongoDB, Quaddro - Training Centre
- Editorial Design, Conexão Editorial

Code Sample and Apps

Monster - Weekly Workout App - October 2024

<https://github.com/rihurla/monster>

More apps and code samples

<https://www.rihurla.com>