

PATRICK JOSEPH GOROSPE

Senior iOS Developer

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SUMMARY

Results-driven Senior iOS Developer with **9+ years of experience** in mobile application development, specializing in iOS. Adept at designing **scalable architectures**, **UI/UX best practices**, and **performance optimization**.

Key achievements include:

- Developed **reusable SwiftUI navigation system** for Qantas Airlines.
- Improved **Partyphile Mobile App** with a **98-99% crash-free rate** (featured on Tech in Asia).
- Led **Virgin Mobile Mexico App** modernization (MVC to Coordinator+MVVM using RxSwift), improving performance significantly.
- Spearheaded **Server-Driven UI adoption**, enhancing modularity and scalability in projects.

Passionate about innovation, clean architecture, and seamless user experiences.

CERTIFICATES

English: **TOEIC Listening and Reading Score of 905** – February 2024

English: **TOEIC Speaking and Writing Score of 180** – February 2024

CompTIA A+ Certification – June 2022

Programming for Intermediate Users Using Python (DICT PH) – April 2022

KEY SKILLS

Front End

iOS
Swift/SwiftUI
Kotlin
Objective-C
UIKit
iOS Multipeer Framework
iOS RoomPlan Framework
Flutter
Android



Back End

Node.js
PHP
C#
.NET
[ASP.net MVC](#)



Tools & Software

GIT (GitHub, GitLab, Bitbucket)
SVN
Cocoapods
JIRA
Fastlane
Github Actions
Swift Package Manager



Data Stores

CoreData
MySQL
Realm
MongoDB



Other

Agile / Scrum
Python
Java
Unity 3D
Javascript
HTML
CSS



EDUCATION

Bachelor of Science in Computer Science, Mapúa Malayan Colleges Laguna
Philippines, 2020-2024

Bachelor of Science in Information Technology (*Incomplete*), Mapúa Malayan Colleges Laguna
Philippines, 2008-2013

WORK EXPERIENCES

Software Engineering Associate Manager, Accenture, Nov 2021 – Present

- Contributed to the Qantas Airways mobile app, focusing on booking functionality and overall user experience within a cross-functional team of 10–15 developers, QA, and managers
- Led the design and implementation of a SwiftUI-based navigation system using a custom Coordinator pattern, improving modularity and maintainability
- Played a key role in the 2022 app rewrite, transitioning to a SwiftUI and server-driven architecture as part of the Travel Experience Tribe
- Spearheaded the pilot implementation of server-driven UI, which evolved into powering 80% of the app; developed reusable UI components and dynamic widgets for real-time customization
- Built a flight upgrade feature supporting bidding and fixed-price options using UIKit and server-driven techniques
- Integrated deep link handling and ensured smooth server-client communication to enable dynamic updates without app releases
- Implemented CI/CD pipelines with GitHub Actions and maintained strong unit test coverage using Quick and Nimble

Used Technologies: iOS, SwiftUI, Swift, Cocoapods, SPM, CI/CD, Quick, Nimble, Unit-Tests, Kotlin

Senior iOS Developer, Penbrothers, Aug 2020 – Oct 2021

- Developed a **video streaming application** using iOS Multipeer Framework.
- Implemented continuous application improvements through bug fixing and testing.

Used Technologies: iOS, Swift, Cocoapods, RxSwift, Network Framework, Multipeer Framework

Mobile Engineering Team Lead/Consultant, Appventure Inc, Jun 2016 – Mar 2020

- Led a **10-person engineering team** for mobile and web projects.
- Designed **iOS architectures** and **maintained backend apps (Node.js, PHP)**.
- **Created development documents** like user manuals for finished projects, client API contracts, and development requirements.

Used Technologies: iOS, Swift, Android, Cocoapods, Carthage, NodeJS, ionic, MongoDB, Swift, Objective-C, Git

Lead iOS Developer, Partyphile, Sept 2015 - Nov 2016

- **Reduced crashes by 98-99%**, earning Tech in Asia recognition.
- Designed and led development of a **highly scalable event-booking app**.

Used Technologies: iOS, Android, Swift, PHP, Cocoapods, Objective-C, Git

Mobile Applications Developer, KForce Global Solutions, Oct 2014 – Nov 2015

- Developed and maintained **Accenture's internal applications**.
- Designed and coded application to manage all of Accenture branch's employee reports for defective office equipment.
- Built **MyExpressLane**, a report hub for Accenture employees.

Used Technologies: iOS, Objective-C, Swift, ASP.net MVC, Git, HTML, CSS, C#, Team Foundation Server

Software Engineer, Mayon Studios, Jun 2013 – April 2014

- Developed and maintained mobile and web applications for various clients.
- Led a group of **2 junior engineers**, guiding them in best practices and project implementation.
- Designed and implemented the **architecture for Unity 3D games and applications**.
- Developed **Unity 3D plugins** enabling integration with iOS APIs.
- Managed project timelines and task assignments using JIRA.

Used Technologies: Unity 3D, C#, Javascript, C, C++

**FREELANCE
PROJECTS**

Senior iOS Developer Consultant, Highly Succeed Inc, Aug 2022 – Dec 2023

- Developed a **video conferencing application** from scratch.
- Maintained and enhanced an **e-health application**.

Used Technologies: iOS, Swift, Cocoapods, AzureComms

Senior iOS Developer, Manaty, Glanon France (Remote) Mar 2018 – Feb 2022

- Led **Virgin Mobile Mexico App** transition from **MVC to Coordinator+MVVM (RxSwift)**.
- Established **coding standards** for future improvements.
- Enhanced app responsiveness using **multithreading**.

Used Technologies: iOS, Swift, Cocoapods, Git

Senior Mobile App Developer, Alpha One Design, Utah (Remote) Jun 2019 – Jun 2020

- Redesigned **entire codebase**, reducing lines of code by **87%**.
- Developed **WiFi-based camera streaming app**.

Used Technologies: iOS, Swift, Cocoapods, Git, C++, Python, MQTT, SSDP

Unity 3D Developer, Crazy Monkey Studios (Remote), Nov 2012 – Mar 2013

- Designed and integrated **custom game mechanics** for mobile platforms.
- Developed **2D games and Unity 3D plugins** for iPad/iPhone/Android devices.

Used Technologies: Unity 3D, C#, JavaScript, iOS, Android