Ramiro Díaz Ortiz

iOS Technical Leader & Android Developer

Personal Info

- Date of birth: 30/01/1989
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- Spanish / English

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Overview

I'm a highly detailed profile, oriented not only to results related to mobile development but also to management, technical and leadership commitment.

I'm usually part of each phase involved in software development, including the analysis of new features or changes, the detection and management of risks, the design of the architecture and the development itself. Quality is a key during this process.

On the soft side, I find both communication and proactivity as some of my most valuable skills. I do believe in earning trust by showing loyalty to what it's important to the business. I'm also focused on ensuring every policy, procedure and development standard. My goal is to always show flexibility to respond to every single needs of the business.

Education

- Software Engineering (2016)
- Universidad de Buenos Aires

Languages

Swift, Objective C (iOS), Java and Kotlin (Android), C++, PHP, MySql. I have also minor experience in C, Perl, Bash, Python and Smalltalk

General development skills

- Advanced experience with Object Oriented Programming.
- Advanced experience modeling and analyzing mobile software architectures.
- Strong skills building native iOS applications based on iOS sdk.
- Good skills building native Android applications based on Android sdk.

- Advanced experience creating user interfaces.
- Advanced knowledge on iOS and Android user experience guidelines.
- Advanced skills in Xcode, Android Studio, PHPStorm, IntelliJ and Eclipse.
- Advanced experience in architectures for network layers.
- Agile development
- MVVM Architecture

Main iOS Frameworks & tools:

- Advanced experience working with Foundation, CoreLocation, CFNetwork, MapKit, Social, UIKit and Twitter frameworks
- Experience working with AddressBook, AVKit, CoreGraphics, ImageIO, QuartzCore and QuickLook frameworks.
- Advanced experience working with adaptive layout.
- Advanced experience working with both UIView and Core animations.
- Advanced experience in automating UI tests for iOS applications.
- Advanced experience working with accessibility features.
- Experience using distribution tools like HockeyApp and Testflight.
- Advance experience using CocoaPods and Carthage, as a method to distribute frameworks.
- Experience with local and remote notifications.
- Experience using instruments
- Strong skills publishing applications to both stores.
- Combine

Other Frameworks / technical skills / relevant tools

- Relevant skill using djinni, a tool created by Dropbox for generating cross-language bridge code (to be reused by both iOS and Android)
- Experience using Lottie Framework, used to render After Effects animations.
- Experience using Fabric (Firebase)
- Experience using both Leanplum and Mixpanel, a mobile framework used for analytics, A/B testing, push notifications, marketing, in-app messaging and so on.
- Experience using Pusher, a framework to create real time applications.
- Relevant experience working with relational databases.
- Advanced experience using different ad providers (Mopub, Nimbus, AppNexus, Facebook Ads, Google Ads, etc)
- Jira, VersionOne, Trello.
- InVision, Figma and Adobe Xd

Soft skills

- Strong capacity for planning
- Team leading

- Management
- Scrum
- Strong communication
- Recruiting process
- Ability to create plans for project development
- Periodic team review (feedback for each member of the team, based on both soft and technical skills).
- Review of career plans

Platforms & Tools

- OS X, Linux, Windows.
- xCode, Android Studio, Eclipse, IntelliJ IDEA
- Git (+Github, +GitLab), SVN
- Postman
- vim, sublime
- cocoa-pods, carthage

Experience

iOS Manager for Airtime (June 2021 - June 2022)

iOS Engineer for Amazon Ring (Deviget LLC) (November 2020 - June 2021)

Publishers Clearing House (August 2017 - November 2020)

iOS Technical Leader

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

Publishers Clearing House (August 2016 - November 2020)

iOS & Android Developer

- **PCH App:** iOS Swift app based on both web and native games that allow the user to register and win tokens/cash that can be used within the platform. Over 60k DAU for almost 3 years. I was in charge of the main architecture / features of the app.

- **Quizmania:** allow the user to play real time quiz contests by using web sockets. Team leader (10+ people)

- **Slots App:** part of PCH app, extracted as a standalone game.

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 the users to select a team to follow up and add its matches to the native calendar. Besides, the application shows a leaderboard based on a top ten ranking. Users were able to login through Facebook and Twitter.

- **Beutybooked:** app that provides access to the best salons and spas. Within the application, you were able to search for salons and spas using a wide variety of criterias, including the name, location, date and time. Moreover, you were able to book appointments instantly.

  Provided support in order to stabilize the application. Fixed several errors related to the user interface, which was developed entirely programmatically.

I'm also working with different US clients as a freelance consultant (for both iOS and Android applications).

Avature (June 2013 - June 2016)

Mobile Developer

- **Avature Mobile App:** iOS main developer and mobile core developer (shared by both iOS and Android applications). Backend developer for API's consumed by mobile application.

  The application is an extension of the Avature CRM platform that brings a new level of usability for the Events Management and Hiring Manager solutions. This application synchronizes the information with the Avature platform and can be used both online and offline. People records created during events can also be registered in offline mode.

  Each module of the application can create people records according to a fully-customized form pre-defined using the CRM. Moreover, people records can be displayed using different levels of details. The application has the capability of displaying multiple files types. Many parts of the application can be personalized according to the brand.

FDV Solutions (April 2011 - April 2013)

iOS Developer

- **AMC Theaters:** iOS main developer. The goal was to update the old version of the application from scratch. Participated actively during the whole process, from the very first technical meetings up to the final delivery. The application, available in Apple Store, lets you find theatres using your current location or your zip code. Besides, you can find movies according to your favourites genres, take a look at the synopses and trailers and also buy tickets. Developed the main architecture, including the networking

layer. Moreover, I added some features related to augmented reality, using Aurasma SDK.

- **Someecards:** Support provided, including new features. With the application you can view and share different types of funny cards. Besides, you can save cards as favorite. The goal was to enjoy the same cards categories as there were offered on the site.

- **ROOST:** iOS developer. Roost is a social marketing platform thought to launch different campaigns through social networks like Twitter, Facebook and Linkedin, getting results according to the impact of the campaign.

- **United Nation Foundation App:** iOS developer. The United Nation Foundation is a mobile application that allows people to get information about initiatives that are improving children's health, empowering women and girls, combating climate change, etc. Within the application, people can donate and support differents campaigns.

The iOS application was compatible with the accessibility features. Also, I participated in the maintenance of the Pieces of Peace iPhone app.