

Ricardo Ruiz López. Senior iOS Software Engineer based in London, UK.

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Summary

I am an iOS software engineer and have been developing apps **since 2008**. I have developed many different kinds of apps like games, social networks, utilities, and interactive books for different customers around the world with a high level of satisfaction. I like to use conventions, design patterns, and clean code. I create quality software by paying attention to detail. I'm interested in the latest trends in software engineering.

Strong Skills

Swift, Code Reviews, Unit Testing, Continuous Integration, Clean Code, Amazon Web Services.

Employment History / Work Experience

(August 2020 – November 2021) – Sky Group – Senior iOS Developer – London/UK

Working in the Core Video Team creating a multi-proposition framework for different clients, like Peacock in the US and NOW in the UK. Fixing bugs related to playback/HLS protocol. Adding support to Conviva V4 (analytics) using Kotlin Multiplatform. Adding UI automation tests, testing the main features, like advert policies (for CSAI and SSAI) and playback controls, using real assets and mocks.

(May 2020 – July 2020) - FuturePlatforms - iOS Contractor – London/UK

Maintaining Domino's Pizza app.

(January 2020 – March 2020) - Beautystack - iOS Contractor – London/UK

Development of the entire on-boarding flow from scratch. Using SnapKit for UI. For the networking layer, the code was generated automatically using an OpenAPI specification file.

(November 2018 – November 2019) – Verv – iOS Contractor – London/UK

Development of an app that uses an IoT device. RxSwift, advanced networking using TCP tunnels and web sockets, highly customised user interface, and more.

(May 2018 – November 2018) – SafeToNet – iOS Contractor – London/UK

Creation of a split tunnel using NETunnelProvider to block domains (Using Swift and C) and setting up the entire Continuous Integration system using Fastlane/Jenkins.

(2015 – May 2018) – LifeWorks – iOS Developer – London/UK

Responsible for large refactorings like adding the Coordinator pattern and new features like the News Feed using the latest techniques/tools to achieve high quality (see my portfolio for details).

(2012 – 2015) – Ideup/WifiActiva – iOS Developer – Madrid/Spain

Projects worked on, among others:

- British Airways/Iberia: apps suite and SDK development.
- We2 apps: iOS Lead developer. Setting up the development workflow.

(2011 – 2012) – ProtecMobile – iOS Developer – Madrid/Spain

Projects worked on - among others:

- iWasThere: iPhone photography social network. I created the client and backend using Amazon S3, Amazon SimpleDB, and Amazon EC2.
- Playivities: Game for children using Cocos2d.
- Improvements on Orbyt project (newspaper reader) such as background downloads, auto-renewable subscriptions, push notifications, statistics, and more.

(2007 – 2009) – DEGESTEC – General Developer – Valencia/Spain

Gambling game industry. Projects:

- Roulette: Development of an embedded system in C++ to control an actual roulette (through the serial port) connected to several video games using a LAN.
- Slot Machine: Creating the logic of a slot machine video game using C++/Delphi.
- Game Server. Multi-threading server created using Java and MySQL.

(2000 – 2002) – IMH – Valencia/Spain

Part-time position. Computers and network maintenance in a cybercafé and the development of a control software using Visual Basic and Delphi.

Personal Projects**(2019 – Present) – PrinceBox – iOS and AWS Backend Developer**

Development of an iPhone using SnapKit and AWS frameworks, as well as the backend using different AWS technologies: Amplify, AppSync (GraphQL), CloudFormation, RDS Aurora Serverless, Pinpoint (for emails and push notifications), Lambda, Cognito, CloudWatch, and S3.

(2014 – 2019) – Share WiFi – iOS/Android Developer and Project Manager

Leading the development of the apps with a front-end developer and a designer. Also used as a master thesis. Currently available on iOS and Android.

(2015) – Bible Master – iOS/Android Developer

Creation of 2 apps: My first Android app and my first iOS app written in Swift.

(2014) – Lucas Attack – iOS Developer and Project Manager

A game created for children using SpriteBuilder.

(2011) – WordLayer – iOS Developer and Project Manager

A game for learning languages. I carried out the requirements specification, server data model design, and the iPad/iPhone client.

(2010) – Super Fashion Puzzle – iOS Developer and Project Manager

Development of an iPhone game.

(2009) – Spanking the Donkey – iOS Developer and Project Manager

My first iPhone app. Created using C++ and OpenGL in Xcode.

Independent Contractor – Madrid/Spain**(2012 – 2015) – Senior iOS Developer and Project Manager**

Projects among others:

- Echobox (Israel): Social network.
- Climate (USA): Children's game created using SpriteBuilder.
- Bear Games (USA): Children's game created using CocosBuilder.
- Match App (Holland): A love compatibility calculator.
- Delegation Dashboard (USA): A task manager.
- Island Dogs (USA): Children's game created using Cocos2D.
- Simply Cooking (Russia): Recipes app.
- Tap-Track (USA): General purpose tracking app using Core Plot.

Education and Qualifications**(2009 – 2010) – Universidad Politécnica de Valencia – Post Graduate Degree**

Post Graduate Degree (90 ECTS) in Software Engineering, Formal Methods, and Information Systems. Distinction in "Advanced Debugging Techniques" module.

Master Thesis with distinction (September 2014): "Development of the app Share WiFi and its infrastructure" using the BaaS Parse.

(2009 – 2010) – Universitat Oberta de Catalunya – Graduate Degree

Graduate degree (30 ECTS) in "Games Design and Programming".

(2006 – 2007) – Chalmers University of Technology, Gothenburg, Sweden – Master Thesis

Master Thesis carried out as an Erasmus scholarship. A C++ application to load and visualize COLLADA files in real-time using OpenGL and MFC.

(2001 – 2007) – Universidad Politécnica de Valencia – Master of Science in Computer Science.

Specialization in Robotics and Graphics Programming.