Camilo Ibarra Yepes

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PROFESSIONAL PROFILE

Camilo is a passionate mobile engineer, with 6 years of experience in iOS mobile application development, implementing different software architecture patterns, reactive programming, CI/CD and Unit test, using agile methodologies such as scrum. He also has experience and knowledge in web development technologies, cross platform mobile development and backend development with Javascript (ReactJS, Flutter, React Native, NodeJS).

EXPERIENCE

Senior Mobile Software Engineer   January 2024 – Present
Perficient Latam - International clients - ITAU Uruguay - ILE App Project   *Colombia - Remote*

- Developing new features and interfaces following design guidelines, and consumed microservices to implement business logic based on software architecture patterns under the Scrum methodology
- Led the mobile team, working closely with backend and web teams to enhance user experience and application performance, while supervising changes made by other developers
- Collaborated actively in defining architectures, endpoints, and improvements for new features, maintaining direct communication with clients to address specific requirements

Senior IOS Software Engineer   October 2022 – April 2024
Strategic9 - IKEA   *Malmö - Sweden*

- Applying agile methodologies, using new languages such as SwiftUI and mantaingin code in swift
- Maintained a very close communication with the backend, QA and design team, with frequent meetings for the continuous improvement of the app
- Maintaining high code quality standards by following best practices, conducting code reviews, and implementing effective coding patterns. Additionally, ensuring comprehensive and up-to-date documentation of the framework to facilitate ease of use and understanding
- Contributed to the development of the initial prototype for a Flutter-based library, working closely with the Flutter team to assess its potential for cross-platform development.

Senior IOS Software Engineer   December 2019 – October 2022
Perficient Latam - International clients - ITAU Uruguay - ILE App Project   *Colombia - Remote*

- Developing new features and new interfaces following design guidelines, consuming microservices to develop business logic following the software architecture pattern, under the Scrum methodology
- Lead the mobile team working closely with the backend and web teams to improve user experience and application performance
- Work with the product management team to create, plan and implement new features and updates, as well as support direct customers with specific requirements

Perficient Latam - International clients - AAA - Autoclub Project

- Developing new features and new interfaces following design guidelines, consuming microservices to develop business logic following the software architecture pattern, under the XP methodology
- Implementing new modules with SwiftUI and combine, focusing in the user experience using animation and more elements to improve it
- Collaborating with the implementation of CircleCI continuous integration tool to build, test, and deploy the main Application
- Writing Unit testing both using different mocking frameworks such as Cucko and OCMockito, and using the native XCTest, and verifying the code coverage according with the unit tests
- Being part of the Mobile General Team in the company where we sharing meetings, articles, conferences and support sessions for members who wants to improve their skills in any area related to mobile development, sharing knowledge between all

Perficient Latam - International clients - BrighInsight - Dosiba Project

- Develop new features and new interfaces following design guidelines, consume microservices to develop business logic following the software architecture pattern and solve issues or bugs, under the agile Scrum methodology
- Implemented new instance with Realm for safe saving data in the app, following the offline-first paradigm

- Applied architectures such as Clean Swift, and made use of unit testing methodologies to increase code coverage and minimize bugs.
- Mitigated network, user experience and database security risks in iOS applications
- Maintained a very close communication with the backend, QA and design team, with frequent meetings for the continuous improvement of the app

IOS Software Engineer September 2019 – November 2019

NativApps - International clients - Tribe10XDemo securefunds

- App that allows money transactions by scanning checks or QR codes, making use of third-party SDKs and guaranteeing a user-friendly interface and an effective user experience.
- Supported the integration of external SDKs to the native iOS application in Objective-C language.
- Created user interfaces following the client's guidelines. Work done under the agile SCRUM methodology.

IOS Software Engineer July 2018 – August 2019

ALTO SAS Company *Bogotá, Colombia*

- Adjusted design parameters to boost performance and incorporate new features.
- Worked on support and development of the company security application, improvements and bug fixes, achieving new functionalities requested by the client such as map integration, event registration by image, video and voice notes
- Gave support directly to the client, getting the opinions to set the new requirements, analyzing the metrics according with the users opinions for optimizing the next releases

iOS Developer February 2018 – June 2018

Kapta SAS *Bogotá, Colombia*

- In charge of the iOS Apps for instructors allied to BMW, projects such as trivia games deployed on apple devices and automotive diagnostic app consulting web services
- In charge of supporting the company's internal applications deployed on iPad devices, with which students are tracked at an international level, scores are given, graphs and results are obtained. Support given in Objective-C language and new modules created in swift language.

iOS Developer January 2017 – December 2017

Adda Startup *Bogotá, Colombia*

- Development and support of the ADDA application, an application responsible for collecting data on environmental crime reports, using GPS, video integration and voice notes. Control of the platform for the client, iterating versions based on user feedback. Using maps and GPS service for sending and receiving data. Developed in swift 3.0 language

Junior Mobile Developer - Part time March 2016 – December 2016

ITSS *Remote*

- Developer analyst in mobile applications projects for SAP solutions focused on asset management, maintenance and inspection for the companies TGS and Transener, performing survey tasks, identification of Gaps, unit testing, support in integration tests, development and support. Using languages such as Objective-C and swift

Technical Skills

Languages: Swift, Objective-C, Java, JavaScript, SQL, python
Frameworks/Libraries: SwiftUI, React, React Native, Node.js, Flutter, Realm
Developer Tools: Auto Layout/Interface builder, Git, Sourcetree, Xcode, Firebase, Bitrise

Soft Skills

Communication, problem-solving, creativity, work ethic, attention to detail

Freelance Projects

Working US | *iOS/Android App, Web platform*   June 2019 – August 2019
- Development of the mobile application in iOS for the expert consulting company in immigration cases and American visa applications, working directly with the client

Dwelo - Tribe10x | *iOS Developer*   Nov 2020 – Dec 2020
- iOS Developer for Dwelo project, using Rxswift and SwiftUI technologies, adding new features required by the client
- Development of demo for bank transfers Application, using camera for capture the checks information and sending user data through rest api services

BILD | *iOS Developer*   Oct 2018 – Dec 2018
- iOS Developer in charge of making specific improvements for mobile applications developed in (sernac and reckit)
- Fixed previously reported bugs
- Upload project to Testflight and publish the production build to Appstore

Education

University of Cauca   Popayan, Colombia
Bachelor's Degree: Electronic and Telecommunication Engineer   *2010 - 2017*

Volunteer Experience

Russia Forest Camp   OMSK Russia - 2013

English and Spanish teacher on summer camp in OMSK, Russia. It allowed me to know some of the Russian culture and share the Colombian culture, it was really gratifying

Hobbies interests

like sports a lot, playing soccer with my friends, I like music a lot, I play guitar and I love rock music. I like to travel to new places with friends or family.