

Sergio Daniel L. García

Senior Mobile & Web Engineer

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iOS | Android | React Native | Web | Agentic Delivery

PROFESSIONAL SUMMARY

Senior engineer with 10+ years shipping products used by millions — Starbucks, Disney, ESPN, Paramount and Citibank among them. Deep on Apple (Swift, SwiftUI, TCA) and fluent on Android (Kotlin, Compose), with production React Native and React/TypeScript work across the same decade, including native modules that make hybrid apps feel first-party. I design architectures that stay clean as they scale and carry them end to end through CI/CD. Two years in, AI agents are a real part of how I deliver — orchestrated, reviewed and tested, not autocompleted. Looking to join a product team full-time.

Products shipped for: Starbucks, Disney, ESPN, Paramount, Citibank, One Medical, Butterfly Network.

TECHNICAL SKILLS

Apple platforms: Swift, SwiftUI, UIKit, Combine, Swift Concurrency, TCA, Swift Testing, XCTest, SwiftData, AVFoundation, WidgetKit, Xcode Cloud

Android: Kotlin, Jetpack Compose, Coroutines & Flow, Room, Hilt / Dagger, Retrofit, WorkManager, Material 3, Gradle, Play Console, Kotlin Multiplatform

Web & cross-platform: React Native, TypeScript, React, Redux & Saga, React Query, Node, Gatsby / Astro, Native modules

Agentic AI delivery: Claude Code, Multi-agent orchestration, Spec-driven scaffolding, AI-assisted refactors

Engineering craft: Clean Code & SOLID, Unidirectional Data Flow, TDD / BDD, CI/CD, Accessibility, Observability

WORK EXPERIENCE

Lead Mobile Engineer

EPAM — Medellín, Colombia

Apr 2024 – Apr 2026

Clients: Starbucks (US)

- Designed and delivered features for the Starbucks US app in VIPER — robust, testable modules at retail scale.
- Introduced AI-assisted developer workflows that automated boilerplate and architectural scaffolding, measurably lifting team velocity.
- Drove accessibility compliance and analytics instrumentation, mentored engineers, and set the bar for code review, testing and CI/CD.

Technologies: Swift, VIPER, TCA, Dependency Injection, Accessibility, Analytics

Lead Mobile Engineer

Gorilla Logic — Medellín, Colombia

Jan 2022 – Apr 2024

Clients: CBS / Paramount, Butterfly Network, One Medical by Amazon

- Architected iOS features across multiple client products with Swift, SwiftUI, Combine, RxSwift and AVFoundation.
- Led a scrum team on augmented-reality and troubleshooting features built on Combine and The Composable Architecture.
- Modernized UIKit/RxSwift surfaces to SwiftUI while holding feature parity with Android.

Technologies: SwiftUI, Combine, TCA, CoreML, LaunchDarkly, Buildkite, SnapshotTesting

Senior Mobile Developer

Making Sense — Remote

Jan 2021 – Feb 2022

Clients: Lupl, Citibank

- Built Swift/SwiftUI/Combine features for Lupl, plus native React Native modules for analytics and Apple Wallet.
- Owned code signing and release distribution for Citibank's ShopYourWay Max, and streamlined test automation, linting and builds across Firebase, GitHub Actions and TestFlight.

Technologies: Swift, SwiftUI, Combine, React Native, Redux, TestFlight

Lead Mobile Developer

Balance Consulting Group — Remote

Jul 2019 – Jan 2021

- Migrated a UIKit/OOP social app to a functional-reactive Combine architecture backed by Firestore.
- Architected an iOS/Android infant-monitoring wearable app in React Native with TDD, plus a Fitbit SDK watch face capturing 20+ hours of sensor data.

Technologies: Combine, Firestore, React Native, Redux, Fitbit SDK, Bitrise, Jest

Lead Mobile Engineer

Kiwibot — Medellín, Colombia

Oct 2018 – Aug 2019

- Built the Swift/UIKit iOS app for a robot delivery service in Berkeley, CA, including real-time bot video over Tokbox.
- Introduced MVVM + ReactiveCocoa and a server-driven Remote Dynamic Layout for the home screen, and automated build and distribution with Fastlane.

Technologies: Swift, UIKit, MVVM, ReactiveCocoa, Firebase, Fastlane

Senior iOS Engineer

Globant — Bogotá, Colombia

Sep 2016 – Nov 2018

Clients: Disney, ESPN

- Disney: ticketing and pass-management workflows — purchases, scheduling, renewals, payments — in a modular CocoaPods/Carthage architecture.
- ESPN: server-driven dynamic UI and rich push notifications with media previews, alongside the progressive Objective-C → Swift migration.

Technologies: Swift, UIKit, TDD, XCTest, CocoaPods, Carthage, CircleCI, TeamCity

iOS Developer

Rappi — Bogotá, Colombia

Feb 2016 – Sep 2016

- Re-architected the codebase to VIPER and resolved memory-related crashes and retain cycles with Instruments.
- Designed the real-time order-tracking UI reacting to live push updates.

Technologies: Swift, UIKit, VIPER, Instruments, Auto Layout

iOS & Cross-platform Developer

Skillet · PanamaCOM · Instartius — Colombia / Remote

2010 – 2015

- HD recipe-video streaming for iPad (Skillet); high-volume B2B order management and cross-platform wholesale catalogs (PanamaCOM); led a small dev shop delivering web, WPF and mobile solutions (Instartius).

Technologies: Objective-C, Xamarin, Android / Java, Node, Angular, WPF

SELECTED CLIENT PROJECTS

GMV — React Native, MapTiler, Google Maps, Fabric

SoundsTrue — React Native, Native modules, AVFoundation, HLS

CNC — Swift, SwiftUI, TCA, CoreData, Bitrise

Glo — SwiftUI, TCA, HLS, Branch, GitHub Actions

Very — React Native, Redux-Saga, GraphQL, Apollo

EDUCATION

B.Sc. Software Engineering

Universidad de Ibagué — Ibagué, Colombia

2009 – 2013

LANGUAGES

Spanish (Native), English (Fluent), Japanese (Beginner)

OPEN SOURCE

Bankai — Swift & Kotlin UDF

Kro — SwiftUI, TCA, SwiftData

Alars — Swift CLI for Xcode