



Sergio Daniel L. García

Senior Mobile Architect

ADDRESS

Kr 43G 19-142, Apt 2612, El Poblado
Medellin 050021
Colombia

PHONE

+57 (311) 800-7084 (text only)

LINKS

[Facebook](#), [Github](#), [LinkedIn](#), [Torre.co](#)

EMAIL

me@zheref.io

01 PROFILE

I'm a senior mobile software developer with 10+ years of experience focused on crafting exceptional user experiences. My extensive background includes self-directed learning, a passion for technology since childhood, and a proven ability to rapidly adopt new tools, languages, and frameworks. Having worked for B2C and B2B environments I excel at designing scalable software architectures leveraging industry class practices (like SOLID, CI/CD, TDD) to make apps all the way to the most relevant marketplaces. Driven by innovation, I thrive on challenges and seek opportunities to contribute to groundbreaking ideas.

Personal Projects

- **Kro (ongoing):** Swift, SwiftUI, Combine, TCA, SwiftData, Swift Testing, GitHub Actions, Supabase

Freelance Projects

- **GMV:** TypeScript, React Native, Maptiler, Google Maps API, Fabric (New Architecture)
- **SoundsTrue:** TypeScript, React Native, Native Modules, Swift, AVFoundation, HLS
- **CNC:** Objective-C, Swift, SwiftUI, TCA, REST, Combine, CoreData, XCTest, Embrace, Bitrise, App Store Connect
- **Glo:** Swift, SwiftUI, Combine, TCA, XCTest, REST, Branch, Embrace, HLS, GitHub Actions, App Store Connect
- **Very:** React Native, TypeScript, Redux, Redux-Saga, Redux-Persist, Jest, GraphQL, Apollo, Buddybuild

02 SKILLS

Swift	● ● ● ● ●	Kotlin	● ● ● ● ●
iOS Development	● ● ● ● ●	Android Development	● ● ● ● ●
XCTest / Swift Testing	● ● ● ● ●	Kotlin Multiplatform	● ● ● ● ●
SwiftUI	● ● ● ● ●	JavaScript / TypeScript	● ● ● ● ●
Combine	● ● ● ● ●	React Native	● ● ● ● ●
CoreData, SwiftData	● ● ● ● ●	Redux	● ● ● ● ●
AVFoundation	● ● ● ● ●	Jest	● ● ● ● ●
Git	● ● ● ● ●	React-Query	● ● ● ● ●
Xcode Cloud	● ● ● ● ●	CI/CD	● ● ● ● ●

03 EMPLOYMENT HISTORY

Apr 2024 — Apr 2026

Medellin, Colombia

Lead Mobile Engineer at EPAM

- Introduced AI-enhanced developer workflows to automate boilerplate and accelerate architectural scaffolding, improving team velocity.
- Designed and delivered new features for the Starbucks US app using VIPER, ensuring robust, testable modules.
- Drove accessibility compliance and expanded analytics instrumentation to improve product insights and decision-making.
- Applied Dependency Injection and The Composable Architecture (TCA) to raise code quality and maintainability across projects.
- Partnered with PMs, designers, and backend teams to align technical requirements and optimize user journeys.
- Mentored engineers and established best practices for code reviews, testing, and CI/CD.

Jan 2022 — Apr 2024

Medellin, Colombia

Lead Mobile Engineer at Gorilla Logic

Clients: CBS (Now Paramount), Butterfly Network, OneMedical by Amazon

- **Architected and developed iOS features across multiple projects**, utilizing Swift, SwiftUI, Combine, RxSwift, AVFoundation, and other relevant technologies.
- **Led a scrum team on augmented reality and troubleshooting features**, implementing reactive programming patterns (Combine, The Composable Architecture) for robust application structure.
- **Ensured cross-platform parity with Android counterpart** through close collaboration.
- **Maintained existing app capabilities (MVVM, RxSwift) while introducing modern practices (SwiftUI).**
- **Drove quality assurance through manual and regression testing.**
- **Supported feature development with tools like LaunchDarkly, CoreML, Buildkite, SnapshotTesting, and Smartling.**

Jan 2021 — Feb 2022

Remotely

Senior Mobile Developer at Making Sense

Lupl, Citibank

- **Swift/SwiftUI Development:** Architected and developed solutions using Swift, SwiftUI, and Combine for Lupl.
- **React Native Bridging:** Built native modules for analytics and Apple Wallet integration within a React Native app.
- **iOS App Distribution:** Managed code signing and distribution for beta and production releases of Citibank's ShopYourWay Max app.
- **CI/CD Optimization:** Streamlined test automation, linting, and build processes using Firebase, Github, and Testflight.
- **State Management Enhancement:** Migrated local persistence and implemented a Redux-like global state solution for a React Native app.

Experience: **Swift, SwiftUI, Combine, CoreGraphics, GCD, Concurrency, UIKit, Firestore, Salthru, Functional Programming, Reactive Paradigm, React Native, TypeScript, Redux** and **BDD** with **Jest, Sentry, Testflight, Github Actions**.

Jul 2019 — Jan 2021

Remotely

Lead Mobile Developer at Balance Consulting Group

- **Calendar-Based Social Network:** Enhanced an existing iOS app using Swift, SwiftUI, Combine, Firestore, and other Firebase/GCP services.
- **Bridged Legacy & Modern Practices:** Migrated UIKit/OOP architecture to functional reactive paradigms (Combine) for improved state management.
- **Integrated Analytics & CI/CD:** Implemented Instabug, Firebase Performance, and Bitrise pipelines for monitoring and efficient delivery.
- **Infant Wearable Prototyping:** Designed high-fidelity app concept (Framer X) for sensor-based infant monitoring and social features.
- **React Native Wearable Development:** Architected and developed an iOS/Android infant monitoring app using React Native, Redux, and TDD (Jest).
- **Fitbit Watch Face:** Developed resource-optimized Fitbit SDK watch face to capture 20+ hours of infant sensor data for cloud processing and predictive analysis.
- **Cross-Platform Research:** Evaluated Flutter and React Native, documenting UX, rendering, state management, and platform integration considerations.
- **Scrum Collaboration:** Actively participated in Scrum practices to drive continuous improvement within a dynamic project environment.

Experience: **Google Cloud Platform, Swift, SwiftUI, Combine, UIKit, Firestore, Firebase Performance, Google Analytics, Framer X, Functional Programming, Reactive Paradigm, React Native, TypeScript, Redux, Redux-Thunk, Redux-Persist, Fitbit SDK** and **TDD** with **Jest, Instabug, Sentry, Bitrise, Flutter, Dart**.

Oct 2018 — Aug 2019

Medellin, Colombia

Lead Mobile Engineer at Kiwibot

- **Developed Swift/UIKit iOS app for innovative robot delivery service** in Berkeley, CA, integrating Firebase for backend functionality.
- **Introduced MVVM with Reactive Cocoa** to improve scalability, data flow, and maintainability of the codebase.
- **Enhanced UX through UIKit/AutoLayout**, collaborating with designers to deliver intuitive experiences aligned with Apple's Human Interface Guidelines.
- **Integrated Tokbox API for real-time bot video streaming**, providing unique user visibility into delivery progress.
- **Designed and implemented Remote Dynamic Layout feature**, enabling flexible, server-driven home screen customization.
- **Automated build and distribution processes using Fastlane**, streamlining development workflows.

Experience: **iOS Development, Swift, UIKit, AutoLayout, MVVM, Reactive Cocoa, Firebase, GCP Firestore, REST APIs, Tokbox, Fastlane**.

Sept 2016 — Nov 2018

Bogota D.C., Colombia

Senior iOS Engineer at Globant

Disney

- **Developed ticketing and pass management workflows** for a parks-based client, enabling purchases, scheduling, renewals, and payment processing.
- **Agile Collaboration:** Actively participated in Scrum process to drive continuous improvement and contribute to product design decisions.
- **Test-Driven Development (TDD):** Supported the implementation of TDD practices and automated CI/CD pipelines (GitHub, TeamCity).
- **Modular Architecture:** Maintained a module-based architecture using CocoaPods for cross-app reusability.
- **Migrated CocoaPods modules to Carthage** to enhance resource allocation efficiency.

ESPN

- **Developed dynamic UI features:** Collaborated on remote layout updates driven by network responses, enhancing the user experience.
- **Implemented Rich Push Notifications:** Enabled image/video previews and interactions within notifications, optimizing data usage for timely delivery.
- **Contributed to Swift Migration:** Assisted in the progressive migration of Objective-C codebase to Swift, ensuring ongoing maintainability.
- **Documented Architecture:** Designed UML diagrams to clarify the dynamic UI configuration components.

Experience: **Mobile UX, iOS Development, Swift, UIKit, AutoLayout, CocoaPods, Carthage, TDD, XCTest, Git, GitHub, Scrum, CI/CD, CircleCI, TeamCity, JIRA.**

Feb 2016 — Sept 2016

Bogota D.C., Colombia

iOS Developer at Rappi

- **VIPER Re-architecture:** Refactored existing codebase to implement the VIPER architectural pattern, improving modularity, dynamic resource allocation, and overall maintainability.
- **Scrum Collaboration:** Actively participated in Scrum practices to prioritize tasks, adapt to changing requirements, and drive continuous improvement.
- **Memory Optimization:** Analyzed, instrumented, and resolved memory-related crashes, including retain cycles, to enhance app stability.
- **Dynamic Order Tracking:** Designed a responsive order tracking UI with programmatic Auto Layout, reacting to real-time push notification updates.
- **Feature Development & Maintenance:** Collaborated on new features, design refinements, and ongoing maintenance tasks using UIKit and Auto Layout.

Experience: **iOS Development, Swift, UIKit, AutoLayout, User Notifications, VIPER-, Instruments, REST APIs, CocoaPods, TDD, Git, Scrum, BitBucket, JIRA.**

Mar 2015 — Nov 2015

Medellin, Colombia

iOS Developer at Skillet

- Designed and developed a Swift-based iOS app for high-definition recipe video streaming.
- Integrated with Brightcove, Ooyala, and Cloudinary for optimized content delivery.
- Prioritized hands-free user experience and iPad-focused UI/UX design for seamless kitchen use.

Experience: **Mobile UX, iOS Development, Swift, UIKit, AutoLayout, AVFoundation-
Facebook SDK, Brightcove, Cloudinary, Ooyala, Dropbox SDK, Parse, Firebase SDK, TDD,
MVC, Git, Scrum, AFNetworking, Alamofire, CocoaPods, Kanban, Trello.**

Aug 2012 — Feb 2015

Remotely

Mobile Developer at PanamaCOM

- **B2B Order Management:** Collaborated on the development of a high-volume iOS order processing app for a hardware distributor.
- **Wholesale Product Catalog:** Designed and built a cross-platform (iOS/Android) product catalog app featuring efficient image synchronization, advanced filtering, and optimized browsing for wholesale clients.
- **Traffic Incident Reporting:** Architected and developed a responsive Xamarin app for traffic police, providing a drawable canvas and detailed forms to accurately capture incident data.

Experience: **iOS Development, Objective-C, Core Data, Android Development, Java-
, SQLite, Dropbox SDK, TDD, Xamarin, C#, Git, REST APIs, Postman, AFNetworking, MVC,
MVP.**

Oct 2010 — Jul 2012

Ibagué, Colombia

Lead Engineer and Manager at Instartius

Led a cross-platform development company, delivering web and mobile solutions. Key projects include:

- **Legislative Audio Control:** Engineered a C#/WPF solution to manage a complex microphone grid for the Chamber of Representatives.
- **Medical Imaging Platform:** Architected and built a full-stack system (Express, Angular) for managing and visualizing medical scans, deployed on a self-configured Azure infrastructure.
- **Tourism Promotion:** Developed mobile apps (Ionic/Cordova) to enhance regional tourism and community engagement for a government initiative.

Experience: **Vagrant, Azure Compute, ExpressJS, NodeJS, AngularJS, Ionic / Cordova,
WPF, .NET (C#), Git, REST APIs, MVC, MVP, MVVM.**

04 EDUCATION

Feb 2009 — Nov 2013

Ibagué, Colombia

Universidad de Ibagué

Software Engineer

05 LANGUAGES

English

● ● ● ● ● ▲

Spanish

● ● ● ● ● ●

Japanese

● ● ● ● ● ●

06 HOBBIES

Traveling, Hiking, Driving and Videogames.