Marcos Moline

iOS Engineer | Mobile Development Specialist

marcos.a.moline@gmail.com | Mar del Plata, 7600, Argentina

https://www.linkedin.com/in/marcosmoline/
https://github.com/marcosmoline
https://marcosmoline.vercel.app/

Profile

Result-driven iOS developer with 10+ years of experience building scalable, user-centric mobile applications. Proven expertise in Swift, SwiftUI, UIKit and all the Apple development ecosystem. Skilled in delivering cost-effective solutions that drive startup success.

Career highlights

- Delivered an MVP for a NYC startup, supporting investment rounds and a $220M acquisition.

- Transitioned clients to independent native apps, reducing costs and increasing scalability.

Experience

IOS SOFTWARE ENGINEER AT ARIONKODER – 2024-PRESENT

- Started native iOS application from scratch using Swift and SwiftUI for one of the biggest credit card companies today.

- Created highly modularized app inside a mono-repo.

- Designed and implemented a customizable Design System for UI theming.

SENIOR SOFTWARE ENGINEER AT TALLER TECHNOLOGIES – 2022-2024

- Designed and implemented a Server-Driven UI SDK, reducing project timelines for multiple teams.

- Boosted code quality by increasing unit test coverage to 70%.

IOS SOFTWARE ENGINEER AT PARSER – 2020-2022

- Provided guidance and mentored less-experienced staff members as Squad Lead.

- Enhanced app accessibility by integrating VoiceOver and Dynamic Type functionality for various font sizes, ensuring a more inclusive and user-friendly experience.

- Separated and modularized app components by leveraging Git sub-modules and Swift Package Manager, fostering a more organized and scalable architecture.

IOS DEVELOPER AT CREATIVE COEFFICIENT – 2017-2019

- Migrated old code bases in Objective-C to Swift in order adapt to modern development standards.

- Developed, deployed and maintained native iOS apps for e-commerce, healthcare and entertainment industries.

HEAD OF DEVELOPMENT AT SUPCHINA – 2016-2017

- Eradicated monthly expenses by transitioning from generic and expensive mobile solutions to custom-built, fully native mobile applications.

- Researched and selected APIs for integration into development projects.

- Led cross-functional teams of engineers, quality assurance engineers and UI/UX designers in development of products.

IOS DEVELOPER AT MANAGEDBYQ – 2014-2016

- Created a prototype application aimed at securing investment funding through compelling presentations to potential investors.

- Enabled the client to produce great software while significantly reducing costs compared to employing a local engineering team.

- Led the transition of the code base and knowledge transfer to the in-house team.

IOS DEVELOPER AT GLOBANT – 2012-2014

- Developed and maintained iOS apps for Walt Disney World, including implementing In-App purchases and optimizing user experiences for iPad and iPhone.

Education

- BS in Systems Engineering, 01/2014 - CAECE University, Mar del Plata, Argentina.

- Degree in English Language Teaching, 01/2003. Universidad Nacional de Mar del Plata, Mar del Plata, Argentina.

Skills

- Languages: Swift, Objective-C, Python

- Frameworks: SwiftUI, UIKit, Combine, Core Data, Core Location, XCTest

- Tools: Xcode, Git, Fastlane, Firebase, REST APIs, GraphQL

- AI Integration: Core ML, OpenAI API

- Architectures: MVP+C, MVC, MVVM, VIPER, VIP, TCA

- Other: Agile Methodologies, Unit Testing, Accessibility, C2 proficient in English language, native Spanish speaker.